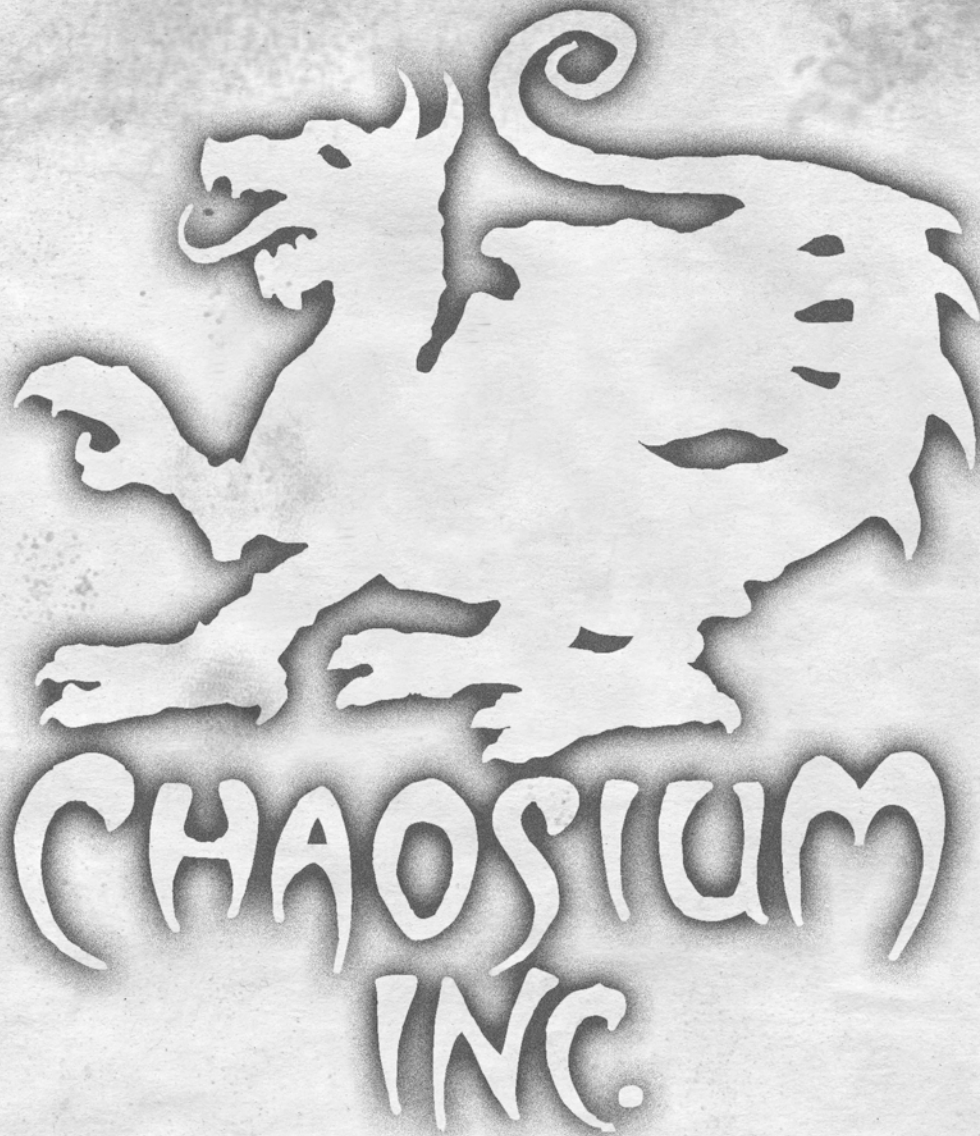


Enlightened Magic

SORCERY & ALCHEMY RULES BASED ON WESTERN OCCULT TRADITIONS

JOHN SNEAD
WITH Zeilinger, Radeck,
Lyons, AND FRIENDS





**We hope you enjoy
this Chaosium publication,
and thank you for purchasing this
PDF from www.chaosium.com.**

Enlightened Magic

Author

John Snead

Cover Painting

Matt Zeilinger

Interior Illustrations

Brandi November Lyons

Linda Jones

Matt Zeilinger

Editing, Copy Reading

Roderick Robertson

Art Direction

Dustin Wright and Nicholas Nacario

Layout, Production

Nicholas Nacario

This adventure pack is best used with the roleplaying game *BASIC ROLEPLAYING*, available separately.

Find more Chaosium Inc. products, news, and information at
www.chaosium.com

ENLIGHTENED MAGIC is copyright ©2014 by Chaosium Inc. All rights reserved.

Chaosium Inc. and *Call of Cthulhu* are registered trademarks of Chaosium Inc.

The names of public personalities may be referred to, but any resemblance of a scenario character to persons living or dead is strictly coincidental.

Except in this publication and associated advertising, all illustrations for *ENLIGHTENED MAGIC* remain the property of the artists, who otherwise reserve all rights.

Chaosium Publication #2030

ISBN10: 1568823711

ISBN13: 9781568823713

Printed in USA



CONTENTS

Introduction	5
Enlightened Magic	7
Enlightened Sorcery	19
Enlightened Alchemy	63
Bibliography	101

Enlightened Magic

A CHAOSIUM PUBLICATION  WWW.CHAOSIUM.COM

Introduction

This book details two entirely new magic systems for *Basic RolePlaying* – enlightened sorcery and enlightened alchemy. These two new magic systems are fully compatible with the *Basic RolePlaying* Rulebook, but they are a significant departure from the most common types of magic present in role-playing games.

Most magic found in role-playing games has its origin in some of the types of magic found in modern fantasy novels and films, or magicians in superhero comic books. This style of magic is significantly different from both the portrayal of magic found in older myths and legends, and from the beliefs of generations of scholars, mystics, and eccentrics who studied the occult. *Enlightened Magic* attempts to describe and model a type of magic that more closely resembles the magic described and practiced in the Western occult tradition and portrayed in various myths and legends from Europe and the Middle East. This magic is not the sort found in most role-playing games, where brave wizards incinerate fierce attackers with balls of fire. Instead, enlightened magicians perform carefully planned rituals that cause distant enemies to have heart attacks, or people investigating the magician to become far less likely to discover useful information.

In both the real world and in the world of stories and myths, people have been practicing magic as long as they have been human. The ancient Egyptians made charms to bless their households or to protect themselves from illness and harm. Even today, in this seemingly rational age, witches and magicians still perform magic all over the world. In the United States and Europe, most modern occultists practice magic derived from Classical and Medieval sources. This same tradition of magic,

the Western occult tradition, is the basis for the magic system in this book.

While its roots are older, the types of magic that enlightened sorcery and alchemy are modeled on originated in Egypt, during the Hellenistic Age. There scholars, philosophers, and occultists combined ancient Egyptian magic and mysticism with the occult and philosophical traditions of Classical Greece, then added in some fragments of Jewish and Persian magic. Versions of what later became known as ceremonial magic and alchemy were practiced during the Hellenistic Age and during the Roman Empire. This type of magic was originally known as Hermetic Magic, after its leg-



Hellenistic Magic

INSIDE THIS BOOK

This book provides all of the necessary rules for adding both enlightened sorcery and enlightened alchemy into Basic RolePlaying, as well as suggestions about how and in what types of settings these types of magic could be most useful and exciting.

- **Chapter One:** Enlightened Magic is a general discussion of enlightened magic, as well as information about increasing the power of these magic systems and a discussion of how best to use these magic systems in play.
- **Chapter Two:** Enlightened Sorcery presents the rules for enlightened sorcery, as well as a large grimoire of sorcery spells and examples of sorcery being used in play.
- **Chapter Three:** Enlightened Alchemy contains rules for enlightened alchemy, an extensive list of alchemical procedures, and examples of alchemy used in play.
- **Bibliography:** At the end of this book, there is a basic bibliography for those who are interested in learning more about the Western occult tradition or in exploring books and movies that use this type of magic.

endary founder Hermes Trismegistus (meaning thrice-blessed Hermes).

After the fall of the Roman Empire the Muslim Caliphate, which stretched from Persia to North Africa and Spain, became the new home for these two types of magic; in large part because both of these types of magic were created by and for people who were literate and at least moderately well educated. In Europe, interest in the Classics grew during the High Middle Ages and the Renaissance, and interest in ceremonial magic and alchemy rekindled.

According to both the legends of their day and modern histories, many notable historical figures practiced ceremonial magic or alchemy or, in a few cases, both. These individuals included Miriam the Prophetess, the Roman Emperor Julian, British philosopher Roger Bacon, the scholar and theologian Albertus Magnus, mathematician and astronomer Giordano Bruno, the medieval scholar Michael Scot, court magician John Dee, the mysterious Count of St. Germain, the mountebank Cagliostro, and even Queen Christina of Sweden.

Enlightened magic requires the magician to perform complex rituals and procedures like those found in occult books and older stories about magic. The results of these rituals and procedures are mostly subtle effects that cause the magician's goal to occur in a natural-seeming manner. Instead of a pile of gold appearing at the magicians feet, or their enemy being blasted by a bolt of scintillating light, a magician performs a ritual and soon after wins the lottery or their enemy suddenly trips and falls down a flight of stairs. Most of the results of the various enlightened spells and procedures seem to occur by natural means. Nothing obviously magical happens, and yet the desired result of the ritual occurs at the appropriate time and place.

This book is not a text on how to practice magic in the Western occult tradition, but many of the ideas and concepts are quite similar. The bibliography at the end of this book is designed to add to the enjoyment of this book and to direct players and gamemasters interested in occult studies to further information. It is my hope that this book will be equally enjoyable and useful to players and gamemasters who are interested in trying out a new magic system, who enjoy the idea of using a magic system that is more historically accurate than most, or who are serious students of the occult.

Enlightened Magic

Enlightened magic is primarily designed for settings where it is the only type of magic available. Psychic powers may exist, but typically other forms of magic do not. In a setting that uses enlightened magic, magic is a natural force, like gravity or wind; it pervades the world and nourishes various magical creatures. However, it is entirely invisible to the vast majority of humanity. Currents of magic pass through cities and towns like intangible breezes and invisible fogs – magicians can see them and may know what they portend, but no one else can. The only evidence ordinary people have for the presence of magical energies is that occasionally the currents of magic pool and collect in certain locations, producing various spontaneous magical phenomena like mysterious fires that start without cause, objects that move when no one is around, and the occasional rain of frogs or fish.

In some settings that use enlightened magic, most people consider magic to be nothing more than a mixture of lies and superstition; in others, the population knows magic exists, but few people understand it and magicians are strange and exotic individuals who deal in forces unknown and imperceptible. Enlightened magic is a type of magic designed for settings where magic is not a part of most people's daily lives; where magicians live in a world that is profoundly different from the one inhabited by everyone else.

THE MAGIC REALM

In settings that use enlightened magic, the vast majority of humanity is entirely ignorant of, or knows little about, magical creatures. Ghosts haunt the site of their murder, werewolves and vampires prey on humanity and, on occasion, ordinary people catch glimpses of griffins, unicorns, or even dragons. However, if someone finds a set of large reptili-

an tracks, the tracks eventually vanish and people laugh nervously about hoaxes or bears with oddly shaped feet. Like magic itself, creatures that are inherently magical are not part of the everyday world.

Magical creatures do not live in the physical world, they inhabit the magic realm. This is a realm of flexible physical laws and vast contrasts that is home to these creatures, as well as elementals and terrible and awe-inspiring entities that some call demons or angels. Most of these creatures can step across into the physical world, vanishing back into their invisible homeland when threatened or pursued. The most skilled magicians can learn to summon these creatures.

While it is an exceedingly variable realm and portions of it are in constant flux, the magic realm has a sort of geography. Portions of it are magically "closer" to portions of the physical world. Magicians can see, and even communicate with, creatures that are in the magic realm "close" to the magician in the physical world.

MAGICAL ENLIGHTENMENT

Magic is completely imperceptible to the vast majority of humanity. Only a select few can sense and learn to use it. These individuals all share a common trait, known as *Magical Enlightenment*. Enlightenment opens the individual's mind to the currents of magic and allows them to see forces and beings invisible to everyone else. It is a profound change that transforms a character's life.

Both enlightened alchemy and enlightened sorcery are types of enlightened magic. Only individuals who have experienced magical enlightenment are able to use them. Someone without magical enlightenment can study and perform the rituals and procedures, but they won't be able to actually use any of this type of magic. An unenlightened

person performing an enlightened magic ritual or procedure is simply going through the motions; nothing ever happens because of their efforts. Using enlightened magic requires characters to possess both enlightenment and skill in the particular type of magic.

BECOMING ENLIGHTENED

There are three common ways to become enlightened. The most common method is through some magical ritual or procedure designed to produce enlightenment. If performed successfully, the target of this ritual or procedure is now enlightened. The other two methods are essentially random.

A small number of people are born naturally enlightened. Often such characters have either a trace of non-human ancestry or have ancestors who were powerful enlightened magicians. However, even someone from a perfectly ordinary background may be born enlightened.

Finally, individuals who are exposed to powerful or unusual magics may sometimes spontaneously become enlightened immediately after this exposure.

THE BENEFITS OF ENLIGHTENMENT

In addition to being able to learn enlightened magic, enlightenment provides characters with several other benefits.

- While their current POW does not change, the maximum POW of enlightened characters increases by 5 (see *POW Gain Rolls, Basic Role-Playing*, p. 186). For example, the maximum POW of a human increases from 21 to 26.
- In most campaigns and settings, enlightened characters have average life spans approximately three times as long as normal humans. Once an enlightened character is in their 20s, they age at one tenth the rate of normal humans, but begin aging normally again once they are between 210 and 230 years old.
- Enlightened individuals resist magic with their full POW, but they are vulnerable to a few spells and procedures that ordinary humans are not.
- All enlightened characters gain an ability known as *Mystic Vision*.



"Guardians" can be called upon to bestow enlightenment

Mystic Vision

All enlightened characters automatically possess mystic vision. This ability appears immediately after a character becomes enlightened and allows them to see magic. Mystic vision is not a skill, it simply augments the magician's sight, like being able to see infrared or x-rays. By making an ordinary Spot roll, enlightened characters can instantly determine if someone is performing some sort of magic or if an object has been permanently enchanted. However, without extra effort all an enlightened character can see is a vague glow or mistiness that indicates the presence of magic, which magical element the effect is associated with, and whether it is sorcery or alchemy. The character has no way to determine the nature or circle of this magic.

Enlightened characters can use their mystic vision to notice the presence of ghosts, magical projections of the spell *Ghostly Visitation* (see p. XX), and other invisible magical beings. A successful Spot roll reveals the presence of an invisible entity, but gives no hint as to what sort of being it is or what it looks like.

The range of mystic vision is normally POW x 2 meters.

Active Mystic Vision

Enlightened characters that spend one power point can temporarily sharpen and enhance their mystic vision. This active mystic vision allows characters to gain a rough idea of the POW of a living being and whether or not they are enlightened.

By making a successful Spot roll, the character can clearly see and identify any invisible or intangible entities or incorporeal supernatural beings that possess POW, by "seeing" their POW.

Characters can see creatures in the magic realm that are "close" to the character. The character can see if one of these creatures is preparing to spend the power point necessary to cross over into the physical world.

The character can perceive the presence and elemental association of active magic spells affecting anyone they look at.

Active mystic vision lasts for 10 minutes, after which time the character must spend another power point if they wish to extend it. The range of active mystic vision is POW x 2 meters.

If two or more enlightened characters are using active mystic vision within POW x 2 meters of one

Optional Benefits of Enlightenment

Enlightenment connects magicians to the power of magic and to the deep structure of reality that is invisible to the vast majority of humanity. This connection and the energy it provides are what slows magicians' aging. In some campaigns, this connection to magical energy can provide additional benefits.

In addition to the various benefits listed above, in some campaign worlds enlightened individuals recover power points twice as fast as normal, and may heal approximately twice as fast as normal, recovering 1d3 hit points every three days.

Gamemasters are free to use or ignore these two additional abilities, depending on their desires and the needs of the setting.

another, they can magically communicate with one another; wordlessly transcending language barriers. This type of communication is not useful for communicating jargon or complex technical data, but works well for relatively basic communication. Characters receive messages as complex mixtures of thoughts and imagery. Enlightened characters can use active mystic vision to communicate with intelligent magical creatures. The range of this communication is the same as for active mystic vision: POW x 2 meters.

Benefits of Enlightenment

- Ability to learn enlightened sorcery & enlightened alchemy skills
- +5 to maximum POW
- Increased lifespan
- Improved magic resistance
- Vulnerability to certain types of magic
- Mystic vision

Seers

In some campaigns, there are humans who are partially enlightened and capable of perceiving magic and the supernatural, but cannot actually perform any magic. Called Seers, these individuals possess mystic vision and resist spells with their full POW, like enlightened characters. However, they enjoy

none of the other benefits of enlightenment and cannot learn any sort of enlightened magic.

In most settings, Seers are relatively common; somewhere between one in one thousand and one in ten thousand people are Seers. Most Seers are born that way, and those that weren't typically become Seers though exposure to Third Circle magic. In campaigns where enlightened magic is relatively rare, only Seers can be enlightened via magic, and normal humans almost never spontaneously become either Seers or enlightened.

ENLIGHTENED CREATURES

Ordinary animals are not enlightened, though there are rare exceptions. All summoned beings (*Basic RolePlaying*, pp. 351-357) are inherently enlightened, as are all types of intelligent undead (ghosts, mummies, and vampires), as well as dragons, ghouls, griffins, unicorns, werewolves, and whatever other fantasy creatures exist in the campaign. At the gamemaster's choice, if elves exist they may be innately enlightened; This is very common for elves in urban fantasy campaigns.

A Note On Elementals

In a campaign where all magic is enlightened magic, elementals should be treated somewhat differently. Elementals should be highly variable, both in form and in size.

Use the basic elemental write-ups from *Basic RolePlaying* (pp. 354-357), except that these creatures can take any appropriate shape. They can appear as humanoid beings or they can take other forms. Water elementals often appear as horses or large fish made of water; fire elementals often appear as salamander-like lizards; air elementals frequently appear as wispy birds or flying dragons; and earth elementals often appear as dragons or large armored worm-like creatures.

All elementals can be considerably larger or smaller than the listed sizes. Elementals' STR varies with their SIZ. For example, an earth elemental half the average SIZ of the listed earth elemental would have half the average STR. Elementals typically range from one quarter to three times the average SIZ of the elementals from the core rulebook.

Most enlightened creatures cannot use enlightened magic, though they all possess mystic vision and resist magic with their full POW. However, some of these creatures can be potent sorcerers and alchemists. This is common for vampires, mummies, and highly intelligent dragons. In some settings, magical creatures like unicorns and elves can all innately use Casual Magic sorcery (see p. XX-XX) without training, but lack the ability to use any other type of enlightened magic. With the exception of undead, magical creatures in these settings usually recover power points between four and twelve times faster than ordinary humans.

Types of ENLIGHTENED MAGIC

There are two primary types of enlightened magic – enlightened sorcery and enlightened alchemy. Enlightened sorcery involves the direct manipulation of the magical energy that flows through the world and wells up in various magical nexus points. Sorcerers shape and direct this energy into spells. The simplest magic only requires the sorcerer to concentrate briefly. However, to work powerful sorcery, the magician must create complex rituals that focus and shape both their will and the required magical energy. Enlightened sorcery often involves enhancing or decreasing the target's abilities or creating other relatively simple and direct affects. Sorcerous magic is referred to as spells, and Second and Third Circle spells require the magician to perform rituals.

Enlightened alchemy is a magic based on creativity. The magician can produce physical effects using a substance or object containing the desired magical power. To produce emotional and mental effects, the magician creates a magical work of art that contains magic that affects people exposed to this work, and to produce spiritual effects, the alchemist performs intense and highly demanding types of meditation. These meditations allow the alchemist to temporarily alter their own spirit or the spirit of someone they make contact with. Alchemical effects are often less direct and more complex than those produced by enlightened sorcery, but are at least as powerful. Alchemical magic is referred to as procedures.

BASIC RULES

While enlightened sorcery and enlightened alchemy are very different types of magic, they have a number of important similarities in how they are learned and used. There are a variety of modifiers that affect both types of magic in the same way. The rules below apply equally to both types of magic.

LEARNING ENLIGHTENED MAGIC

- Both enlightened sorcery and enlightened alchemy are divided into three Circles, which must be learned in order. Each circle is a separate skill, which is listed and improved individually.
- No character can learn a new Circle until they possess a skill of at least 75% in the previous Circle.

- A character's skill in a particular Circle of either sorcery or alchemy cannot exceed their skill with the lower Circles of the same type of magic. *For example, to gain a skill of 83% in Third Circle alchemy, the character would also need to have at least 83% in both First and Second Circle alchemy.*
- Enlightened characters can learn sorcery or alchemy, or both. Learning one style of magic does not have any affect on a magician's ability to learn the other style of magic.

PERFORMING ENLIGHTENED MAGIC

Although the details vary from one type of magic and from one Circle of magic to another, the basic rules for performing all types of enlightened magic are similar. The character makes a skill roll and spends one or more power points. First and Second Circle sorcery spells and alchemy procedures each

Upping the Power

Enlightened sorcery and enlightened alchemy are both relatively slow and subtle forms of magic. For some campaigns, this sort of magic may be too low power and require too much time. If the gamemaster wishes magic to take less time or to be more powerful, like the types of ritual magic found in some urban fantasy novels, there is a simple method for changing these two types of magic to better fit into such campaigns. These changes keep enlightened magic as a subtle form of magic that requires rituals and complex procedures, but lets characters perform it considerably faster and easier and helps to speed up the campaign. These changes are recommended for all Heroic, Epic, & Superhuman campaigns as well as for any campaigns where the referee wishes the characters to be able to act relatively quickly.

Changes in Enlightened Sorcery

Casual Magic: When using Casual Magic, sorcerers merely need to spend one power point to attune themselves to the power of a single magical element. For the next 10 minutes, the character can perform any Casual Magic spell associated with that element without spending another power point. The character cannot perform more than one Casual Magic spell per round.

Ritual Magic: Ritual Magic rituals require only 2-3 minutes to perform. In this system, the sorcerer casts the circle (see p. XX) with a gesture or a swiftly drawn line and performs simple ritual actions. Sorcerers do not require any tools beyond any necessary magical connections as well as a few words and hand motions and their imaginations. These rituals can even performed while sitting in a car or on a park bench, but anyone nearby may see the sorcerer performing various odd actions, like writing a wish on a slip of paper and burning it or running their finger over a map with their eyes closed.

High Magic: High Magic rituals require only 20-30 minutes to perform. When calculating the spell's Power Threshold (see p. XX), multiply the total POW of the spell by 2. For example, if the POW total for a ritual was 25, the sorcerer could cast a High Magic ritual with a Threshold of 50.

Changes in Enlightened Alchemy

The only change made in enlightened alchemy is how long it takes to perform. All procedures that normally require one day to perform can be performed in one hour. Procedures that normally require three days to perform can be performed in eight hours of concentrated work, and procedures that require one week to perform can be performed in two days of work.

cost one power point to cast. Third Circle spells and procedures each costs two power points to cast. Third Circle magic is exceedingly powerful, which is why it costs more to perform.

Every sorcery spell and alchemical procedure has a POW score. This is based on the POW of the sorcerer or alchemist performing it, modified by a number of factors; including the general modifiers listed below, as well as specific modifiers that apply only to a certain type or circle of magic, such as the presence of assistants or the use of special components. This POW score is used in all magic resistance rolls to resist being affected by the spell or procedure. It also determines how powerful the spell or procedure is, based on the Magical Modifier described below.

The Magical Modifier

One of the crucial mechanical elements of all enlightened spells and procedures is the Magical Modifier. This number is used to determine the effects of many spells and procedures and depends on the total POW of the spell or procedure. A magician's basic Magical Modifier is always one fifth of their POW (rounded up) and the Magical Modifier of a spell or procedure is one fifth of the total POW of this spell or procedure.

POW	Magic Modifier
1-5	1
6-10	2
11-15	3
16-20	4
21-25	5
26-30	6
31-35	7
36-40	8
41-45	9
46-50	10
51-55	11
56-60	12
61-65	13
66-70	14
71-75	15
76-80	16
81-85	17
86-90	18
91-95	19
96-100	20



Becoming a great sorcerer requires practice and research

MAGIC RESISTANCE

Enlightened magic that directly affects living beings must overcome that being's internal connection to the magical energies that pervade the world. The only exception is that the target automatically accepts inherently beneficial magics, like magical healing. Only living beings can resist magic, inanimate objects and devices cannot, unless they are either possessed by some sort of spirit or magically awakened in some other fashion.

Enlightened Magic Resistance

Enlightened magicians and innately magical beings, including all fantasy creatures and summoned beings, have a strong connection to the world's magical energies and can use this connection to fight back against unwanted attempts to affect them with magic.

These enlightened beings automatically make a POW vs. POW roll on the Resistance Table to resist all unwanted magic. Magics that cause any form of weakness or physical harm, as well as any magic that manipulates the target's emotions is always considered to be unwanted, unless the target willingly consents to having this magic used on them. If the target willingly consents to a partic-

ular spell or procedure, they receive no magical resistance roll.

Ordinary Human Magical Resistance

Ordinary un-enlightened humans, as well as all other un-enlightened living beings possess a significantly weaker connection to the world's magical energies than an enlightened person or being. When calculating their magic resistance, divide their POW by 2 (round up) before making the POW vs. POW roll.

THE MAGICAL ELEMENTS

All enlightened magic is based on the four classical elements – Earth, Air, Water, and Fire. Each element has various magical and metaphorical qualities. Every spell and procedure in sorcery and alchemy is associated with a single element.

Elemental Associations of Magic

The magical associations of the four elements are:

Air: Divination, knowledge, weather, information, travel and transport, language, thoughts, memories, and the colors yellow and sky blue

Earth: Healing and repair, growth, resistance, protection, wealth, money, blessings, and the colors black, brown, and green

Fire: Physical prowess, inspiration, curses, destruction, violence and passion, changes in essential nature, irreversible changes, and the colors red and orange.

Water: Stealth, invisibility, physical finesse, emotions, misdirection, madness, and illusion, the colors dark blue, royal blue, and sea green.

Elemental Affinities

Most enlightened magicians are equally good using at all four elements in magic, but some magicians are better at working with certain elements and worse with others. These magicians can have a minor or major elemental affinity. Players must declare if their character has an elemental affinity before play starts and cannot change this elemental affinity without the aid of powerful magical beings, exotic magical artifacts, or the Third Circle alchemy procedure Renewal (p. XX). Choosing to have an

elemental affinity of any type has no cost, since all bonuses are balanced by equal penalties.

Minor Elemental Affinity

Magicians with a minor elemental affinity gain +5 to their POW for performing spells or procedures using a single element. These bonuses come at the cost of a penalty of -5 to their POW for all spells and procedures of the opposing element.

Magicians can have a minor elemental affinity with one or two elements.

A magician with a minor affinity in Fire gains +5 POW in every Fire spell or procedure they perform. The same magician suffers a penalty of -5 POW on every Water spell or procedure. Another magician has a minor affinity with both Earth and Water. This character gains +5 POW on Earth or Water spells or procedures, and suffers a penalty of -5 POW on Air or Fire spells or procedures.

Element	Opposing Element
Earth	Air
Water	Fire
Air	Earth
Fire	Water

Major Elemental Affinity

Magicians who have a major elemental affinity gain +10 to the POW on every spell or procedure they perform with a single element. The character suffers a penalty of -5 POW on spells and procedures of all the other elements. A magician who had a major elemental affinity with Air would gain a bonus of +10 POW on Air spells or procedures, and suffer a penalty of -5 POW on all Earth, Water, or Fire spells or procedures. In all cases, the minimum POW for any spell or procedure is 1.

GENERAL MAGICAL BONUSES & PENALTIES

The bonuses and penalties listed below apply to both types of enlightened magic equally. These bonuses have two effects: they increase or decrease the POW of the spell or procedure, and they add to or subtract from the magician's skill in performing this spell or procedure. The use of magical seasons and days described below is optional.

NEXUS POINTS

Some locations naturally attract magical energies. Magical energies collect and pool in these places and they are often regarded as either blessed or cursed. Inexplicable events are more common in these locations. They attract some magical creatures and on rare occasions fires start spontaneously, strange noises are heard, furniture rearranges itself, and small objects simply appear or vanish. Magicians believe that nexus points arise both because natural features and human belief affect the flow of magical energies, and these effects cause magical energies to collect in specific locations.

Nexus points are divided into minor and major nexus points. Major nexus points are considerably rarer and more powerful than minor nexus points. Very few nexus points of either type are in private hands and characters should not start a campaign in possession of a Nexus Point.

Minor Nexus Points

Minor nexus points are not common, but a large city might have as many as a dozen or more such locations and even a medium-sized town or small city should have between one and half a dozen. Minor nexus points are always in locations that have some social or natural importance. A small island in the center of a lake might contain one, as might a historical churchyard or a small public square.

Major Nexus Points

Major nexus points are considerably rarer. A large city usually contains between one and three major nexus points. These nexus points are almost always associated with an important civic location or impressive natural feature like a mountain or waterfall. The location of most major nexus points are recognized to have mystical or symbolic importance and so may be located in an important public building, a city's central square, or some similar location. Characters who wish to use a major nexus point will need to perform their rituals on top of a mountain or to sneak into a large historic courthouse to gain access to the power.

Nexus Point Bonus

Performing any sort of enlightened magic at a nexus point provides the magician with a bonus to both their roll and to the total POW of the spell or pro-



A Nexus Point in the California Redwoods

cedure. This bonus affects spells and procedures of all elements equally. Minor nexus points provide a bonus of +10 to skill and POW. Major nexus points provide a +20 bonus. These bonuses specifically allow the magician to meet the threshold of spells or procedures they could not ordinarily meet.

Locating a Magical Nexus

Using active mystic vision, enlightened characters can see the location of any magical nexus within one mile. The location of this nexus is visible as a brilliant glowing dot on the horizon. The closer an enlightened character is to the nexus, the larger the size of the glow. To find the nexus the caster need only travel in the direction of the glow.

Alternately, characters with access to a detailed map of a region and information about the region's history can make a Knowledge (Occult) roll to locate potential magical nexus points in this region. Performing this research is a process that requires at least eight hours of concentrated work, unless the character is already exceedingly familiar with the region. For a familiar region, like a character's hometown, this process only requires two hours.

MAGICAL SEASONS & DAYS (OPTIONAL RULE)

Enlightened magic relies on subtle currents of magical energy that change from one season to the next, and even from day to the next. The following rules are completely optional. They can add an occult feel to play, but some referees and players may find them to be too much trouble to keep track of. Under these rules, a day begins and ends at midnight. Alchemical procedures that take more than one day use the bonus for the day that the alchemist began them.

Magical Seasons

Traditionally, each season of the year is associated with a different element, and this association provides bonuses or penalties to magic associated with different elements.

Season	Bonus	Penalty
Spring	Air	Earth
Summer	Fire	Water
Autumn	Water	Fire
Winter	Earth	Air

Seasonal Bonus

The magician gains a +5 bonus to the total POW and the skill roll of any spell or procedure of the appropriate element. This bonus specifically allows the magician to meet the threshold of spells or procedures they could not previously meet.

Seasonal Penalty

The magician suffers a -5 penalty to the total POW and the skill roll of any spell or procedure of the ap-

propriate element. This penalty specifically can prohibit the magician from meeting the threshold of spells or procedures they would normally meet. The minimum POW for all spells and procedures is 1.

MAGICAL DAYS

The association between the day of the week and the four elements is traditionally somewhat more complex. In Western and Middle Eastern occultism, each day of the week is associated with a different classical planet and various classical planets are associated with various elements.

Day Bonus

Characters who cast spells or perform procedures of the appropriate element gain +10 bonus to the total POW and the skill roll of any spell or procedure of the appropriate element. This bonus specifically allows the magician to meet the threshold of spells or procedures they could not previously meet.

Day Penalty

Characters who cast spells or perform procedures of the appropriate element suffer a -10 penalty to the total POW and the skill roll of any spell or procedure of the appropriate element. This penalty specifically can prohibit the magician from meeting the threshold of spells or procedures they would otherwise meet. The minimum POW for all spells and procedures is 1.

MAGICAL HOURS

If desired, referees can go further; they can even use the hour of the day to determine magical effects. In Western and Middle Eastern astrology and occult-

Magical Days Table

Day	Planet	Daily Bonus	Daily Penalty
Sunday	Sun	All	None
Monday	Moon	None	None
Tuesday	Mars	Fire	Water
Wednesday	Mercury	Air	Earth
Thursday	Jupiter	Earth	Air
Friday	Venus	Water	Fire
Saturday	Saturn	None	All

General Bonuses and Penalties to Magic

The following bonuses and penalties apply to all enlightened magic:

Source	Change to Skill	Change to POW Total
Season of the Year	+/- 5%	+/- 5
Day of the Week	+/- 10%	+/- 10
Minor Nexus Point	+10%	+10
Major Nexus Point	+20%	+20

ism, each hour of the day is associated with a different planet.

See either: http://en.wikipedia.org/wiki/Planetary_hours or <http://www.renaissanceastrology.com/planetaryhoursarticle.html#B> for further information on planetary hours.

Referees who wish to use planetary hours in their games should separate the above Daily magical bonus and penalty into +/- 5 due to the magical day, and +/- 5 due to the magical hour. These bonuses and penalties are calculated independently, and may augment or cancel each other out.

Keeping track of planetary hours is something that only exceptionally detail-oriented referees and players are likely to be interested in.

USING ENLIGHTENED MAGIC IN A CAMPAIGN

Enlightened magic can be used in a wide variety of campaigns, but it works best in historical campaigns; in fantasy worlds where magic is especially subtle and mysterious; and in urban fantasy campaigns set in the recent past, the present, and the near future.

It works well in settings where most people do not believe in magic, such as in many modern day urban fantasy settings, but can also be used in campaigns where magic is widely known and people regularly ask magicians to bless them, protect them from vengeful ghosts, and solve all manner of similar supernatural problems.

Subtlety and Enlightenment

One of the chief characteristics of enlightened magic is that most of it is fairly subtle. The majority of spells and procedures produce effects that are invisible to people who are not enlightened, and may

seem to be the result of somewhat extreme good or bad luck. The mystic vision that all enlightened characters possess allows them to see clear evidence of magic, but it also renders them vulnerable to some types of hostile magic. Essentially, becoming enlightened means that the character enters a world of magic and wonder that is invisible to others.

One of the key features of enlightened magic is that it is a type of magic that can easily exist in a setting where most people don't believe in magic. In a setting where magicians can throw bolts of green fire or turn a reinforced metal door into a pile of rust, it makes little sense that the existence of magic would be a secret unless all magicians are incredibly careful and secretive. In most fantasy worlds, everyone knows about magic, and magicians are often either highly respected or greatly feared. However, most enlightened magic is imperceptible to ordinary people. Some of it has dramatic and obvious affects, but if most magicians are careful with their spells and procedures, the existence of enlightened magic can be easily hidden from the general public.

Enlightened Magic in Historical & Fantasy Campaigns

Enlightened magic is an especially good choice for historical fantasy campaigns. Enlightened sorcery is based on European and Middle Eastern occult studies and legends from the Classical age and the Renaissance; while enlightened alchemy is based on Egyptian, Western European, and Middle Eastern alchemy, and is somewhat similar to Chinese alchemy. In addition to enlightened magic's historical basis, the subtle nature of this type of magic enables a gamemaster to run campaigns where magic can be widely used without obviously changing most historical cultures or events, or forcing any intelligent and observant person to believe in magic. In

Enlightened Magic

various eras, most people might believe in magic, but skeptics will exist. There could easily be at least as many charlatans and fakes as actual magicians, since the results of most rituals and procedures are sufficiently subtle that clever words and some careful fakery can look equally powerful and effective to anyone who is not enlightened.

When considering using this type of magic in a fantasy campaign, gamemasters should remember that enlightened magicians are scholars who perform most of their work in isolated magical laboratories. This fact doesn't mean that these magicians can't go out and have adventures. However, when they travel and go adventuring, enlightened sorcerers either rely solely on Casual Magic, or they perform the occasional ritual at campsites or inns along the road. Enlightened alchemists are even more limited, performing a few procedures on the road. Instead, they mostly rely on materials and items prepared in advance. In either case, enlightened magicians also need to rely on their mundane skills to help them be successful adventurers. They cannot simply rely on their magic, unlike magicians in most traditional RPG settings. If an enlightened magician is an accomplished duelist, her blade will serve her at least as well as her magic in combat.

Enlightened Magic in Urban Fantasy Campaigns

Enlightened magic is an excellent choice for urban fantasy roleplaying. Such campaigns can be set in the modern day, in an alternate world, or in the near future or the recent past. The subtlety of enlightened magic is useful for the characters, and it fits the style of most magic used in urban fantasy settings, which is not particularly flashy. Without preparation, an enlightened sorcery or alchemist cannot use their magic to stand up to a gangster with a gun. Enlightened magicians cannot throw bolts of fire with a gesture or turn a person into a toad with a sharp glance. Instead, enlightened magicians perform rituals and procedures in basement laboratories or similar workspaces stocked with herbs, animal parts, and exotic components as well as a wide variety of strange reference books and hand-written notebooks.

In an urban fantasy campaign, enlightened magicians work well as an occult version of a film-noir private eye. They can use their magic to uncover secrets, protect clients from magical threats, and generally serve as intermediaries between the



A Fae punk on the run in After the Vampire Wars

mundane and magical world, just as film-noir private eyes often serve as intermediaries between the worlds of law-abiding citizens and the criminal underworld. In a real sense, enlightened magicians are like detectives, because they can perceive details of the supernatural world invisible to others, and because one of the areas where enlightened magic excels is in revealing various sorts of information. A skilled magician can learn the location of a stolen possession or even an enemy's innermost thoughts.

SUGGESTIONS FOR THE GAMEMASTER

The following advice can be helpful in both designing a setting and a campaign that uses enlightened magic, and in running enlightened magic.

Subtlety and Madness

To ordinary unenlightened humans, a sorcerer casting a Casual Magic spell looks far more like a person staring off into space than a magician casting a spell, and the other forms of magic are even more indirect. The magician works in an isolated room and strange effects happen across town or

perhaps across the world. There is often no obvious connection between a magician casting a spell or performing a procedure and the results. While magicians look at the magic and see webs of magical connections, ordinary humans see a series of odd coincidences.

The very subtlety of magic can cause ordinary people who encounter talkative magicians to consider them to be deeply eccentric or even insane. Magicians often believe that seemingly random ordinary events have some occult cause. Because some of their enemies may also be magicians, characters may wonder if every negative event is caused by magic performed by their enemies.

Characters who embrace this worldview are certain that coincidences must have hidden, usually magical, causes. Some magicians believe that no misfortune is ever simply bad luck. Instead, ill fortune must be caused by a curse from an enemy or a weakness in the magician's protective magics. Gamemasters who wish to encourage this mood in their campaign should make certain important rolls out of the players view. This way, unless they are constantly using active mystic vision to scrutinize themselves and their comrades, the characters will not know if their misfortune was simply bad luck or the result of hostile magic.

In contrast, ordinary unenlightened humans have no reason to suspect that magic exists. To unenlightened individuals there is almost no way to prove that Magic is real, and much alchemy is equally difficult to prove.

In settings where most people believe in magic, some unenlightened people may become even more paranoid about magic than magicians, while others choose to ignore what they cannot affect or perceive. To the latter, the effects produced by most enlightened magic appear to have ordinary, mundane causes. However, there are exceptions. Causing a person to burst into flames, restoring a corpse to life or creating a magical gateway to allow someone to travel 1,000 miles in an instant are all clearly acts of magic.

In settings where most people do not believe in magic, when an unenlightened person sees an obvious and powerful magical effect it can occasionally cause the person to spontaneously become magically enlightened. This can happen at the gamemaster's discretion, or it can happen randomly whenever an unenlightened character witnesses powerful and obvious magic and makes a

critical success on a Luck Roll. Characters who succeed in this roll unconsciously spend a power point and begin using active mystic vision for the next 10 minutes. However, if the character rolls a fumble on this roll, they actively deny what they have seen and may, at the gamemaster's discretion, become irrational in this denial or even go temporarily insane.

Karma and the Law of Return (Optional)

Some actual magical practices in our own world incorporate the concept of karma and the *Law of Return*. The idea is that the good or ill one does returns back to them, especially when this good or ill is performed through magic. If someone helps others and uses magic for benevolent and altruistic purposes, then the world rewards them and good things happen in their life. On the other hand, someone who uses magic to harm others without cause or for purely selfish ends, without regard for the needs of others, finds this evil reflected back upon them and their life may be filled with unfortunate coincidences and bad luck.

Gamemasters may choose to use the Law of Return in campaigns that include enlightened magic. No rules are given, nor are they needed. Simply reward benevolent characters with a few fortunate coincidences, and punish malevolent ones with a small number of unfortunate ones. This system of reward and punishment should be quite subtle and generally quite mild.

In all cases, the positive and negative coincidences should seem like coincidences, not the deliberate hand of the gamemaster. Gamemasters should remember that some magic is neither benevolent nor malevolent. Using magic in self-defense is a very different act from casually cursing a nosey reporter or an annoying shop clerk. Similarly, using a spell to merely attempt to acquire the money to purchase a new car or to recover stolen goods from a thief is quite different using a spell to steal a valuable work of art from its rightful owner. The system of karma should be a subtle reflection of how the characters treat the world and the people around them, not heavy handed moralizing. The principle involved is not that there is some celestial judge delivering rewards and punishments, but that good thoughts and actions attract more good thoughts and actions, while malevolent thought and actions attract malevolence.

Enlightened Sorcery

The act of becoming enlightened allows characters to see the invisible currents of magical energy that pervade the world. Sorcery allows the direct manipulation of this magical energy. Sorcerers learn to shape these magical energies; first through a relatively simple exercise of will, then by means of rituals that focus and refine the sorcerer's will and align the magical energies with it. Sorcerous spells and rituals bend and reshape magical energy and the results of this manipulation is expressed through actions and events in the physical world. Enlightened sorcery is divided into three circles of increasing power. Each circle of Enlightened Sorcery is a separate skill, independent of the others (But see the restrictions on learning higher circles on page XX)

First Circle: Casual Magic

First Circle Sorcery is known as Casual Magic. Casual Magic is extremely subtle and quite limited in power, but it requires no rituals, preparations, or paraphernalia to use. Using Casual Magic is in many ways an extension of using mystic vision. Sorcerers manipulate the currents of magical energy in a direct and immediate fashion. Once a sorcerer has begun using mystic vision, each Casual Magic spell takes only a single round to cast and requires no equipment or preparation of any kind.

However, it is an exceedingly limited form of magic. Casual Magic is incapable of affecting anything beyond the range of the caster's mystic vision, nor can it directly affect the physical world. Unlike the two higher circles of Sorcery, Casual Magic is a solitary activity; sorcerers cannot work together to cast a Casual Magic spell. Second and Third Circle sorcery and all three circles of enlightened alchemy required literate civilization to develop; most sorcerers assume that Casual Magic is as old

as humanity. It can be practiced equally well by nomadic hunter-gatherers as by bookish scholars.

Second Circle: Ritual Magic

Second Circle Sorcery is called Ritual Magic. Ritual Magic takes about half an hour to perform and usually requires specialized paraphernalia. Ritual Magic amplifies and extends the power of Casual Magic.

Ritual Magic must be cast inside a magic circle. The sorcerer manipulates the magic fields within the boundaries of the circle, and the complex symbols and magical connections allow these changes to effect change in the world beyond the circle.

All Ritual Magic requires two stages. First the sorcerer must construct the appropriate ritual. Preparing a ritual usually takes at least several hours. Sorcerers who cast ritual spells they have used before, and sorcerers who use rituals out of grimoires, do not need to take time to construct the ritual.

Once the ritual is created, the sorcerer may cast the spell. As its name suggests, Ritual Magic involves the use of complex magical rituals. The basic format, tools, and techniques remain the same for all rituals. However, the specifics differ depending on the exact purpose of the spell.

Unlike Casual Magic, Ritual Magic can be performed as a group activity. While many sorcerers perform Ritual Magic alone, Ritual Magic can be performed with numerous assistants. Enlightened assistants can provide significant aid, and even ordinary un-enlightened humans can provide minor aid to the spell. Like Casual Magic, Ritual Magic can affect the physical world, but it does so through seemingly natural means. A ritual for wealth might cause a sorcerer to be the holder of a winning lottery ticket, but it would not cause a

pile of gold to suddenly appear within the magic circle.

Third Circle: High Magic

Third Circle Magic is known as High Magic. High Magic is a substantially more powerful extension of Ritual Magic. Casting a High Magic spell is identical to casting a Ritual magic spell, except that third circle rituals are more complex and require approximately one hour to perform.

In addition to being more powerful than Ritual Magic, High magic is more difficult to use. High Magic may only be performed on a Sunday, or on the day of the week that corresponds to the element of the spell. Every High Magic spell has a power threshold. These power thresholds apply to both the minimum skill level and the minimum total POW needed to cast a particular spell. As a result, High Magic spells are considerably more difficult to cast. Even powerful sorcerers need to work with magical groups in order to perform the most powerful High Magic rituals. However, High Magic holds the promise of great power. Even moderately powerful High Magic spells can heal all of a character's wounds instantly or allow the caster to travel thousands of miles in the blink of an eye. The most powerful High Magic

spells can raise the dead, cause natural disasters, or influence the course of world events.

ENCHANTING SORCERY

By spending permanent POW, sorcerers may place the power to perform a particular spell into an object. The process of enchanting an object is relatively simple. The sorcerer first researches a special version of the spell designed to enchant an object. This research is performed normally. The magical season and day bonuses are calculated at the time that the item is created – the item does not also use the day and season bonuses of when it is used.

The sorcerer casts the spell and, at the end of the casting, spends permanent POW. The sorcerer only spends POW after the ritual has been completed, so if it fails, the sorcerer will not lose any POW and need merely perform it again. However, rolling a Fumble when performing an enchantment costs the sorcerer 1 POW. Casual magic may not be enchanted, and does not need to be.

The POW cost for creating enchanted items is the POW of the spell being placed into the item/20 (round up). So, a spell with a POW of 18 would cost 1 POW to enchant into an item, and a spell with a POW of 41 would cost 3 POW. Enchanting



High Magic is usually performed by groups of powerful sorcerers for extraordinary results

a Third circle magic into an item costs one additional POW – a POW 18 Third-Circle spell would cost 2 POW; a POW 41 spell, 4 POW.

Ritual Magic Enchantments

Possessing an enchanted item allows anyone who is capable of casting that circle of magic to cast the spell as if it were a Casual Magic spell; the user does not need to perform a ritual. However, the sorcerer must make a successful casting roll and the power point cost of the spell remains the same.

Every enchanted item must be at least the size of a quarter, and no enchanted item can hold more than one spell. Most enchanted items are relatively small and easily portable objects like knives, keys, or pendants; even tattoos can be enchanted. If the item is destroyed, the enchantment is lost forever.

High Magic Enchantments

The process of enchanting High Magic is identical to enchanting Ritual Magic, except it costs one additional POW point.

When enchanting a High Magic spell with a range of Connection (see p. XX), the specific connection is part of the enchantment, so the item can only be used to affect that particular target. This limitation is not present for Ritual Magic enchantments. High Magic enchantments can be used on any day of the week, not just the days corresponding to their element.

High Magic enchantments retain the Threshold requirement, but when calculating the required POW, multiply it by 2. So, a magician with a POW of 20 could use a High Magic enchantment with a Threshold of 40. If using the “Upping the Power” rules from p. XX, when calculating the POW for High Magic enchantments, multiply the spell’s total POW by 3 instead of 2.

FIRST CIRCLE OF SORCERY: CASUAL MAGIC

Casual Magic is the only form of sorcery that can be performed without props or preparations. To perform Casual Magic, a sorcerer simply concentrates on the desired effect and it occurs. Casual Magic is an extension of the mystic vision that all enlightened individuals possess. Sorcerers directly affect magical energies through the force of their will. Casual Magic is very easy to use and quite versatile;

however, it is not particularly powerful. Without concentration or preparation, the amount that any single sorcerer can affect the magical fields is very limited.

The Limits of Casual Magic

- All Casual Magic is limited in range and duration. Casual Magic cannot be used to affect or gain information from anything beyond the range of the sorcerer’s mystic vision and Casual Magic never lasts longer than 10 minutes.
- Casual Magic may only affect a single specified target at a time.
- It is easier to use Casual Magic to affect enlightened individuals or magical creatures than to affect unenlightened humans or animals. Enlightened humans and magical beings are more closely tied to the magical fields than ordinary people or animals.
- Casual Magic is very limited in its ability to affect the physical world. It works best when is used to obtain information or to influence the target’s thoughts and perceptions. However, Casual Magic can be used to subtly manipulate events in the physical world or to make minor positive or negative changes in life processes.
- The results of Casual Magic always occur by seemingly natural means.

CASTING CASUAL MAGIC SPELLS

To cast a Casual Magic spell the sorcerer must first use mystic vision. The sorcerer does not need to use active mystic vision, they must merely be looking at the world as a magician and succeed at a Spot roll to focus their attention on the local mystical energies. This roll requires one round of concentration. For the next 10 minutes, the sorcerer is then free to use Casual Magic without making another such roll.

Next, the sorcerer chooses the spell to cast and focus their will on it. To succeed the sorcerer must make a successful Casual Magic roll and spend one power point.

Effects: The following are the results for different degrees of success.

FUMBLE: The Power point is spent, and the sorcerer cannot try this spell again until the next sunrise.

FAILURE: The power point is spent, but the roll may be retried next round without penalty.

SUCCESS: The sorcerer casts the spell normally.

SPECIAL SUCCESS: The spell does not cost a power point to cast

CRITICAL SUCCESS: The sorcerer doubles their Magical Modifier for this spell.

GRIMOIRE OF FIRST CIRCLE SPELLS

Every sorcerer who learns Casual Magic is able to cast all of these spells. No books or research are required.

This is merely a list of the most commonly used spells. Other spells are possible, but should be similar in power level and design to the ones listed below.

Spell Format

Name: The name of the spell

Element: The elemental association of the spell

Range: The maximum distance from the caster that the spell can affect.

Touch: This spell may be cast on either the caster or on anyone the caster touches while casting the spell.

Mystic vision: The range of the spell is equal to the range of the caster's mystic vision. In the case of informational spells, while the spell is functioning the caster can perceive additional information with its mystic vision.

Duration: How long the spell affects the target.

Instant: The spell's effects are lasting and permanent

One Round: The spell lasts for the entire next round

10 Minutes: The spell lasts for 10 minutes

Resistance: Can the target resist the spell. Only living targets can resist spells. Magic resistance is always a POW vs. POW roll against the spell's POW. Unenlightened living beings halve their POW (round up) when making this roll. The target of a spell may always choose not to resist a spell.

Yes: The target can roll to resist the spell

No: The target cannot resist the spell

Area: All Casual Magic spells can only affect a single target.

SPILLS OF AIR

Boost Mental Skill

Element: Air

Range: Touch

Duration: 10 minutes

Resistance: No

Description: This spell adds the caster's Magical Modifier x 5% to a single Communication, Mental, or Perception skill for the duration of the spell. The target must have at least 10% in a skill for this spell to enhance it. A person can have no more than one Boost Mental Skill active at a time.

Discern Magic

Element: Air

Range: Mystic vision

Duration: 10 minutes

Resistance: No

Description: The sorcerer may perceive the details of magic using her mystic vision. On a successful roll, all spells, enchanted items, and other forms of magic within the sorcerer's line of sight become visible to the caster. A spell or procedure's elemental association is immediately apparent from its color. Determining the nature and purpose of a spell requires the sorcerer to examine it for several rounds. For especially complex spells, a Knowledge (Occult) roll may be necessary to fully understand the spell's structure and purpose. Sorcerers can also use this spell to examine the site where any Ritual Magic or High Magic spell was cast within the last 24 hours. By making a successful Spot roll, the sorcerer can identify the type and purpose of the spell, and when it was cast.

Intercept Transmission

Element: Air

Range: Mystic vision

Duration: 10 minutes

Resistance: No

Description: The caster can intercept and understand any form of electronic communication. They

can listen in on both sides of a phone call or read an exchange of text messages or emails. This spell does not allow the caster to understand unfamiliar languages. The caster must be within range of at least one of the devices being used for the communication, and the communication must be between two or more people. The caster cannot intercept or understand two electronic devices that are exchanging signals unrelated to human communication.

Minor Psychometry

Element: Air

Range: Touch

Duration: Instant

Resistance: No

Description: This spell enables the caster to have a single brief vision associated with an object they are touching. This vision relates to some emotionally charged event associated with the object. This vision may consist of an actual scene associated with the object, or it may be more symbolic in nature. Objects that have never been associated with emotionally charged events, such as recently made mass-produced objects, will yield a bland and insignificant vision.

Move Object

Element: Air

Range: Mystic vision

Duration: One round

Resistance: No

Description: The sorcerer can cause a small object within the range of their mystic vision to move in a particular direction. The object can weigh no more than a few ounces and it must be free to move. The object moves in the desired direction in a fashion that seems purely natural. Examples might include a key ring falling off the wall and bouncing within reach of the character, or a pen rolling off of a table and across the floor. The movement produced by this spell is not precise enough to allow the sorcerer to use it to win at dice or roulette.

Read Aura

Element: Air

Range: Mystic vision

Duration: 10 minutes

Resistance: No

Description: The caster can perceive the physical health and emotional state of all living things within range of their mystic vision. On a successful roll, all living beings within range are surrounded by a transparent, colored aura. Dark spaces in this aura indicate injuries or illnesses, the brightness of the aura indicates the individual's general level of health and energy. The color of the aura serves to indicate the dominant emotions the subject is currently feeling. The basic colors are: *See table on the following page.*

Color	Emotion or State
Pink	Love
Red	Anger, Hate
Dark Red	Lust
Orange	Interest
Yellow	Deep Thought, Concentration
Yellow Green	Envy
Green	Peace, Relaxation
Blue Green	Happiness, Joy
Blue	Contemplative, Meditative
Violet	Religious Experience
Gray	Confusion
Dark Gray	Sadness, Depression
Shimmering Glow	Enlightened
Jagged and Disrupted	Possessed

More than one color can be present in an individual's aura. Multiple colors indicate the subject is experiencing several emotions at once. While auras do not reveal a great deal of information about a person, observing the changes in someone's aura while they are questioned about important topics may provide useful information. It is impossible for characters to misrepresent their aura without the use of magic. This spell instantly reveals if someone is possessed or Enlightened.

The sorcerer can cast this spell in reverse to conceal their aura, causing it to appear to be anything



Read Aura allows the caster to see the emotions of others

they wish it to be, including making themselves look possessed or not Enlightened.

Looking at a target's aura allows the caster to add their Magical Modifier x 10% to Insight rolls to understand the target, or Medicine rolls to diagnose any medical problems they may be suffering from.

Winds of Reason

Element: Air

Range: Touch

Duration: 10 minutes

Resistance: Yes (but only for decreasing INT)

Description: This spell increases or decreases the INT of the target by the caster's Magical Modifier for the duration of the spell. This spell works on all living creatures with an INT of at least four.

Spells of Earth

Brief Repair

Element: Earth

Range: Touch

Duration: One round

Resistance: No

Description: The user gets one more use out of any electric or electronic device that is broken or out of power. A damaged cell phone makes one brief call, a car with a dead battery starts, or a broken electronic lock opens or closes one more time. This spell does not work on any device that is badly damaged or missing important parts, including the battery. Instead, it only works on devices with dead batteries or that have suffered minor damage that has rendered the device non-functional. This spell counters the effects of the Fire spell *Glitch*, without the necessity of resetting or restarting the device. This spell can only be used once on a device; after that, it must be repaired or recharged.

Concealment Ward

Element: Earth

Range: Touch

Duration: 10 minutes

Resistance: No

Description: This spell protects a selected object or location from detection. For the duration of the spell, anyone looking for the target will not be able to find it. The spell is instantly broken if the target is moved or used, such as driving a concealed car, opening a door to a house, or picking up a pen. However, as long as the object remains undisturbed, everyone looking for it must make a Spot roll to notice or locate it, and the spell's Magical Modifier x 5% is subtracted from the person's skill before this Spot roll is made. People who cannot find the location or object will assume they have overlooked the target, wrote down the wrong address, or that someone moved it. This spell does not prevent the sorcerer from noticing the target. This spell can only be cast upon inanimate objects.

Durability of Stone

Element: Earth

Range: Touch

Duration: 10 minutes

Resistance: Yes (but only for decreasing CON)

Description: This spell increases or decreases the CON of the target by the caster's Magical Modifier for the duration of the spell. Recalculate Hit Points for the duration of the spell. All temporary hit points disappear at the end of the spell. The disappearance of these hit points does not remove any damage the target has suffered while under the influence of this spell. This spell works on any living creatures with an CON 4 or more.

Grounding

Element: Earth

Range: Touch

Duration: 10 Minutes

Resistance: No

Description: The target remains calm, relaxed, and free from distracting emotions for the duration of the spell. Even overwhelming emotions such as violent hatred or raging paranoia can be temporarily removed through the use of this spell. While under the influence of this spell, a person who was terrified of heights could walk calmly along a narrow board between two tall buildings. Targets of this spell are calm, reasonable, and somewhat detached. Once the spell is over, any emotions that no longer have an immediate cause are greatly reduced in intensity. However, continuing emotions like fear caused by a phobia swiftly return.

Targets of the spell are immune to all Casual Magic that affects thoughts and emotions for the duration of the spell. However, spells that affect perceptions, such as the Water spell *Minor Hallucination*, are not blocked. Delusions or hallucinations caused by mental illness are unaffected by this spell. This spell has no effect on individuals in combat or on Second or Third Circle Sorcery or Alchemy spells or procedures that affect thoughts or emotions.

Minor Armor

Element: Earth

Range: Touch

Duration: 10 Minutes

Resistance: No

Description: This spell protects the target from small amounts of harm. This protection takes the

form of a subtle deflection that causes attacks to be slightly less powerful. This spell provides the target with armor equal to one third the sorcerer's Magical Modifier (round up). Repeated applications of this spell do not increase this amount of armor.

Minor Healing

Element: Earth

Range: Touch

Duration: Instant

Resistance: No

Description: This spell infuses a small amount of healing energy into the target. It increases the effectiveness of the next successful First Aid roll performed on a given wound, so that it heals 1D3+3 hit points. This spell works on all living things. A successful use of this spell adds five rounds to the time in which it is possible to treat a character who has just died. This spell must be cast on a specific wound, and has no effect if the target is uninjured. If the First Aid roll is a Special Success, the target heals 2D3 hit points, and a Critical Success heals 1D3+6 hit points.

Shielding

Element: Earth

Range: Touch

Duration: 10 minutes

Resistance: No

Description: This spell protects the target against all types of direct magical attack including the spell *Magic Bolt*. For the duration of this spell, the target gains armor against such attacks equal to the sorcerer's Magical Modifier. This armor reduces the power point damage done by the mystic bolt spell on a one for one basis.

Spells of Fire

Allurement

Element: Fire

Range: Mystic vision

Duration: Instant

Resistance: Yes

Description: This spell attracts the attention and interest of the target. When the spell is cast the target looks at the caster with positive interest. Alone, this spell is of limited usefulness. However, it can be combined quite successfully with seduction, requests for aid, or con-artist routines. When used in this fashion, sorcerers may add their Magical Modifier x 10% to a single communication skill roll to impress, seduce, or gain aid from a single target, as long as this attempt is made within two rounds of using this spell. The target must be able to clearly see the caster for this spell to be effective.

Increase Combat Skill

Element: Fire

Range: Touch

Duration: 10 minutes

Resistance: No

Description: This spell adds the caster's Magical Modifier x 5% to a single combat skill for the duration of the spell. The target must have at least 10% in the skill for this spell to enhance it. A person can only have one Increase Combat Skill active at a time.

Glitch

Element: Fire

Range: Mystic vision

Duration: Instant

Resistance: No

Description: This spell causes a single electronic device that is currently on to malfunction. This malfunction causes no damage to the device. Instead, it appears to be a normal minor error of the sort that can easily be fixed by resetting or restarting the device. The device cannot be used until it has been reset or restarted.

Interference

Element: Fire

Range: Touch

Duration: One Full Round

Resistance: Yes/No



"I cant believe how slow this thing is sometimes!"

Description: This spell temporarily disrupts all spells affecting the target. This includes both continuing spells that were previously cast on the target, and spells that affect the target in the same round that the sorcerer casts this spell. Any Instant duration spells cast at the target during the round that this spell is in effect are permanently dispelled.

All spells with a continuing duration, including spells that were cast on the same round as the Interference spell, return fully the round after the Interference spell ends. Anyone who is the target of this spell may not cast any spells for the entire round it is in effect. Targets of this spell may choose to resist; however, if this spell is successful all other spells affecting the target are temporarily canceled without the need for further rolls.

Magic Bolt

Element: Fire

Range: Mystic vision

Duration: Instant

Resistance: No

Description: The caster launches a bolt of magical energy at the target. This bolt has no effect on unenlightened humans or animals. It only affects enlight-

ened humans and all magical and summoned creatures. When used on these targets, this spell drains (1D8+ sorcerer's Magical Modifier) power points per bolt. If the target's power points are reduced to 0 or less by this spell, the target falls unconscious for one hour. Targets rendered unconscious by this spell have one power point when they regain consciousness, and regain the rest of their power points naturally. This bolt automatically strikes any target within range and can only be blocked using magic.

Resist Environment

Element: Fire

Range: Touch

Duration: 10 minutes

Resistance: No

Description: The target becomes resistant to normal extremes of temperature. Targets of this spell may handle or walk on hot coals or walk unclothed through a blizzard without fear of harm. However, this spell does not protect the character from exposure to liquid nitrogen, the interior of a burning house, or other exceptionally dangerous temperature extremes.

Strength of Flames

Element: Fire

Range: Touch

Duration: 10 minutes

Resistance: Yes (but only for decreasing STR)

Description: This spell increases or decreases the STR of the target by the caster's Magical Modifier for the duration of the spell. This spell works on all living creatures with STR 4 or more.

Spells of Water

Cloaking

Element: Water

Range: Touch

Duration: 10 minutes

Resistance: No

Description: The target is unrecognized for the duration of the spell. The target appears to be unremarkable and unworthy of notice unless the observer has reason to be suspicious of the target. Even in this case, observers won't be able to recognize or describe the target unless they succeed in Spot vs. the sorcerer's POW x 5. This spell is of limited usefulness in evading active pursuit or sneaking into top-secret installations. Guards won't allow even an unremarkable individual to walk into a secret installation without proper authorization. This spell instantly ceases to work if the target enters combat or otherwise takes any highly noticeable action.

Distraction

Element: Water

Range: Mystic vision

Duration: Instant

Resistance: Yes

Description: This spell startles or distracts the target for an instant. The target is unaware that the distraction was caused by magic. In addition to the obvious uses with sleight-of-hand tricks, this spell can be used to cause the target to fail an important skill roll. The target's effective skill for the next skill roll is reduced by the caster's Magical Modifier x 5%. If this spell is used during combat, only the target's next combat action is affected.

Increase Physical Skill

Element: Water

Range: Touch

Duration: 10 minutes

Resistance: No

Description: This spell adds the caster's Magical Modifier x 5% to a single manipulation or physical skill for the duration of the spell. This spell cannot be used to enhance combat skills. The target must have at least 10% in a skill for this spell to enhance it. A single person can have no more than one Increase Physical Skill active at a time.

Manipulate Device

Element: Water

Range: Mystic vision

Duration: Instant

Resistance: No

Description: The caster can perform any single simple operation on an electric or electronic device. Such operations include causing a landline or cell phone to dial one phone number, causing a camera to take one picture, turning a device on or off, or locking or unlocking a lock, including both electronic locks and locks connected to electric circuits, like a car's ignition. This spell cannot perform any action that the device's user could not perform in a few seconds.

Minor Hallucination

Element: Water

Range: Mystic vision

Duration: One full round

Resistance: No

Description: This spell produces a simple illusion or hallucination that lasts for one round. The spell only affects a single target. This hallucination consists of a single medium-sized image, no larger than a human or a motorcycle, that can either disguise an existing object, or appear and move independently. This illusion is perceived by both normal vision and mystic vision, but has no effect on any other senses.

Produce Ease or Discomfort

Element: Water

Range: Mystic vision

Duration: 10 minutes

Resistance: Yes

Description: This spell can cause a single target to feel either relaxed or uneasy for the duration of the spell. The caster chooses which feeling this spell produces in the target. This spell will not make terrifying or threatening situations feel relaxing, or joyful occasions feel unpleasant. However, the caster can induce a general feeling of relaxation or unease in the target for the duration of the spell. Once the spell is over, this feeling may cease or continue, depending on the nature of the situation.

Waters of Agility

Element: Water

Range: Touch

Duration: 10 minutes

Resistance: Yes (but only for decreasing DEX)

Description: This spell increases or decreases the DEX of the target by the caster's Magical Modifier for the duration of the spell. This spell works on all living creatures with DEX 4 or more.

PUTTING IT ALL TOGETHER: AN EXAMPLE OF CASUAL MAGIC

Selena is an enlightened sorcerer with a POW of 16, a Magical Modifier of 4, a Casual Magic skill of 80%, and a First Aid skill of 45%. Her friend Robert has just been shot, taking 7 points of damage. Selena wishes to heal him. Before performing First Aid, Selena decides to cast the Earth spell *Healing* on Robert.

Magical Duels

The Casual Magic spell Magic Bolt and its Ritual magic equivalents are designed to simulate the effects of the magical duels and wizard wars that permeate the history and mythology of Western occultism. In modern occult parlance these spells are known as "psychic attacks".

Keep the following points in mind when running all magical duels. All of these attacks are completely invisible to anyone who is not currently using mystic vision. Unless using mystic vision when attacked, the victim is aware of the nature of the attack, but does not know the source. All magical and summoned creatures have mystic vision, and all summoned creatures use it constantly.

These attacks cause no visible damage, have no obvious effects, and are entirely undetectable by mundane means, including the use of scientific equipment. Victims of "psychic attacks" appear to be fatigued and usually suffer from headaches, but are physically unharmed. Power points lost through "psychic attack" will recover normally. Unenlightened humans generally do not believe stories of mysterious, invisible magical attacks. Fatigue or mental illness are the usual explanations for these attacks.

First Selena activates her Mystic vision. She succeeds in her Spot roll. The next round Selena focuses on casting the *Healing* spell. The appropriate astrological modifier for the Planetary Month and Day is added to her Casual Magic skill. It's a Wednesday in Autumn, so Earth spells gain a minor bonus (+5%) and a Major Penalty (-10%). She must now make a Casual Magic roll and spend a power point. Selena has a 75% chance of casting the spell and succeeds by rolling a 61. The spell has been successfully cast.

Before attempting her First Aid, Selena also decides that she wishes to boost her skill. Since she is already using mystic vision, Selena only needs to concentrate and cast the Air spell *Increase Mental Skill*, choosing First Aid as the skill to boost. The Planetary Month and Day means that she has a minor penalty (-5%) and a Major Bonus (+10%). Selena has an 85% chance of casting this spell. She succeeds with her Casual Magic roll and spends another power point. This roll succeeds. The astrological modifiers added 5 point to her POW for this spell, so it is now POW 21, Magical Modifier 5. Selena has a 5 x 5% (25%) bonus to her First Aid skill.

Selena's First Aid skill is now 70%. She easily performs First Aid on Robert and rolls 1D3+3 to determine how much damage her treatment heals.

SECOND CIRCLE OF SORCERY: MAGICAL RITUALS

The magic circle is at the heart of every magical ritual. Before any ritual can begin, the sorcerer must first cast the magic circle. Most sorcerers trace the outlines of the magic circle on the ground to act as a guide for setting up the ritual. Some sorcerers have the design of the magic circle painted or inlaid into the floor of their magical working space. In form, the magic circle is a circle with markings at each of the four cardinal direction.

The circle is designed to be a magical microcosm of the entire universe, where the four elements hold sway over different aspects of life and reality. The boundary of the magic circle represents the boundary between this separate magical world and the mundane world outside. Ritual magic works through the principle that actions performed within this microcosm affect the macrocosm, so magic worked inside the circle affects the world outside the circle.

THE POWERS OF A MAGIC CIRCLE

Magic circles have three functions: they amplify magical power, direct this power to distant locations, and protect those within from magical harm. The first two functions are inherent in the spells cast in a magical ritual. However, the third function is extremely important. The participants of a magical ritual open themselves up fully to the powers of magic. In such a state, they have no resistance to external magic.

Magical Circle Protection

To avoid becoming easy targets to hostile magic, sorcerers use the magic circle as magical protection. The magic circle acts as a barrier to all external magic. All magic is resisted by the total POW of the ritual, rather than the sorcerer's normal magic resistance. For rituals involving a single caster, this total is equal to the caster's POW plus bonuses for astrology, special preparations and paraphernalia. For rituals involving more than one party, each additional participant adds POW. See page XX for more information on working in groups. Magic circles protect everyone inside their boundary equally.

If anyone on either side of the magic circle physically breaks or crosses the circle, the protection of the magic circle is broken until someone inside the circle restores it. Anyone inside the circle who makes a successful POW x 3 roll immediately notices if a magic circle is broken. It takes at least one full round to either restore the circle, or for the people within to restore their own normal magic resistance.

If someone needs to leave a magic circle before it is dismissed, any enlightened being inside the circle can spend one power point and draw a door-shaped rectangle in the air at the boundary of the circle to create a gate. Such a gate allows one being to safely enter or leave the circle. Cutting a magical gate keeps the magic circle from being destroyed, and insures that individuals who leave the circle automatically receive their normal magic resistance as soon as they pass through the magical gate.

In a normal magical ritual, all participants have their regular magic resistance restored as soon as the magic circle is dismissed, without any lapse in protection. All magic circles instantly collapse if the primary caster leaves the boundaries of the circle.

Sorcerers who are afraid of magical attack cast a circle every night and sleep in it. Simply casting a circle without performing a spell usually takes 5 minutes, and requires an Idea roll and spending a power point. This type of magic circle lasts until the magician leaves it.

Elements of a Magical Circle

A visibly drawn circle, altar, four elemental tools, and any magical connections used in the spell are elements found in all sorcery rituals.

Traditionally, the four points of the circle are aligned with the cardinal directions. Going clockwise around the circle, North is associated with Earth, East is associated with Air, South is associated with Fire, and West is associated with Water. These four sectors are referred to as the four quarters of the circle.

Magic circles can be any size desired, but for practicality and ease of use most magic circles are between 9 and 20 feet in diameter. Once the space has been chosen, the sorcerer moves the ritual paraphernalia into the circle. The most important piece of paraphernalia is the altar. The altar may be any shape or design; traditionally the altar takes the shape of two cubes placed on top of one another, but other designs are also common. Most altars are 3 to 4 feet high and 2 feet square. The altar is the place where the primary magical workings are done. It is placed in the center of the magic circle so the sorcerer stands in the center of the microcosmic universe when they cast the spell.

The four elemental tools are placed on the altar: the stone, representing Earth; the wand, representing Air; the dagger or sword, representing Fire; and the cup or chalice, representing Water. These four tools are used in all rituals. In addition to the four elemental tools, the sorcerer also places all magical connections and other items used in the ritual upon the altar.

The vast majority of rituals contain more equipment than this. Candles at each of the four cardinal points of the circle, symbols representing the four elements placed on the altar, oil for anointing the participants, incense, ritual food and drink, and even ritual music are all a part of many rituals. Dress is an important part of ritual; many sorcerers perform magic either nude, or while wearing special robes worn only while performing magic. Since Ritual and High Magic involve symbolically creating a separate magical world, most sor-



Clarissa uses a Magical Circle to amplify her spell's power

cerers believe that rituals should fully engage all five senses.

THE STAGES OF ALL TRADITIONAL MAGICAL RITUALS

There are 5 steps in any ritual

1. Cast the magic circle and purify the ritual space of negative influences
2. Invoke the power of the four elements
3. Perform the spell
4. Dismiss the power of the four elements.
5. Ground the energy that has been raised and dismiss the magic circle

Most sorcerers value practice and repetition highly. While step 3, the actual casting of the spell, is different for every spell cast, most sorcerers or magical working groups perform steps 1, 2, 4, and 5 identically for all spells. Some sorcerers reverse casting the circle and invoking the elements. When this is done, it is necessary to reverse the steps dismissing the elements and grounding the circle. The magic of a circle must be balanced.

Step 1: Casting the Circle

The sorcerer walks clockwise around the boundary of the magic circle, tracing it in the air with the ritual dagger or wand (traditions vary). The caster traces circle, always walking in a clockwise direction, three more times while carrying representations of the other elements. The representations can be the three remaining elemental tools, but are more often substances that represent the elements: salt for Earth, incense for Air, a lit candle for Fire, and water for Water. With each walk around the boundary, the sorcerer chants a short incantation bidding all harmful influences to depart. After each tool is used, it is placed back on the altar.

Once the sorcerer has walked around the circle four times, the circle is cast. If the circle is being cast by multiple sorcerers, the casting is usually divided up, so that different sorcerers cast the circle using their preferred tool.

Step 2: Invoking the Elements

After the circle is cast, it is empowered by calling on the power of the four elements. Starting with one cardinal point, usually the direction associated with the element of the spell being cast, and going clockwise around the circle, the sorcerer calls upon the powers of the chosen element to bless and guard the ritual being performed. If candles are placed at each of the four cardinal points of the circle, they are lit immediately after the element is invoked. After all four elements have been invoked, the primary caster walks to the center of the circle and calls on the power of the union of all four elements to bless the ritual. After all elements have been invoked the circle is fully empowered.

Step 3: Casting The Spell

Casting the spell is by far the most variable part of the ritual. Generally, this section of the ritual consists of creating a symbolic representation of the person or event the sorcerer wishes to affect.

This process can take a nearly infinite variety of forms. A sorcerer who is the target of hostile magic can take a piece of cord and tie knots in it to symbolically bind the hostile magic; then burn the cord, symbolically destroying the hostile magic. A sorcerer who wishes to avoid the attentions of the police might take a toy police car and paint the windows black, symbolically blinding the police to their presence. A sorcerer who's trying to

heal a hospitalized comrade might make a rudely formed wax doll, connect the doll to their comrade by adding some of the person's hair or fingernails, and then place the doll at the northern part of the altar (healing is Earth magic). During the ritual, the sorcerer smoothes out the roughness of the doll to represent the person becoming whole.

Regardless of the exact details, this portion of the spell requires between a few minutes and an hour, depending on the power and complexity of the ritual the sorcerer is using.

Step 4: Dismissing the Elements

Once the spell has been performed, the power of the four magical elements must be dismissed. The sorcerer walks the boundary of the circle counter-clockwise. At each point of the circle, the sorcerer acknowledges the power of the element and bids it to depart. If candles are placed at each of the four cardinal points, the candle is snuffed immediately after the corresponding element is dismissed.

Step 5: Grounding the Circle

Methods of grounding circles differ. Some sorcerers have a staff that they use for grounding these energies. After the magical energies have been dismissed the sorcerer simply takes the staff, moves it in a counter-clockwise circle in the air, and lowers it to the ground, dispersing all stray energies into the earth. However, other grounding procedures exist. Usually these methods of grounding involve casting a circle in reverse.

ADDING COMPLEXITY

Some magicians perform rituals no more complex than the five steps listed above. Most sorcerers add a significant amount of complexity to their rituals. Complex symbols drawn in the air, lengthy incantations in ancient languages, and elaborate inscriptions are all common parts of many rituals.

The details of sorcerous practice have changed significantly over time. However, in many ways traditional occult practice is quite conservative. The symbology and tools used in magical rituals are nearly identical, regardless of the particular system of practice being used. The easiest way to distinguish traditionalist magical practice for some of the more recent innovations is to examine the tools and symbols used within a magical ritual.

Enchanting Magical Tools

The four ordinary magical tools are used in a ritual as an aid to concentration, and to direct the flow of magical energy. Enchanted magical tools can be of even more use in magical rituals.

To enchant a magical tool a sorcerer must expend some of their POW. For every point of POW the sorcerer expends while enchanting a magical tool it gains 5 POW when used to cast spells of the associated element. This POW increases the POW of all rituals associated with that element. Additionally, each point of POW spent enchanting the ritual tool increases the character's roll to cast spells of that element by 5%. *For example, a magical cup enchanted with 2 points of POW would add 10 points of POW and +10% to the sorcerer's chance of casting Water spells.* Sorcerers can only spend a maximum of 3 POW enchanting any single ritual tool.

Enchanted tools may be used by any sorcerer who possesses them, and may only be used to assist in casting Ritual Magic or High Magic spells associated with a single element. Enchanted magical tools may not be used when casting Casual Magic or in Alchemy.

To enchant a magical tool, the sorcerer must design and cast a Ritual Magic spell for enchanting a tool of the desired type. The element of the spell is the element of the tool, the range of the spell is Present, the duration is Instant, and the Area is one target. See p. XX for more information about the spell format for Ritual Magic.

Magical Connections

To affect people and events outside the magic circle, there must be some link to them inside the circle. The most famous example is the "voodoo doll"

(which has nothing to do with the Voodoo faith, and was instead regularly used in pre-modern European magic). Objects that were once part of a person, such as cut hair or fingernail parings, can be used to magically affect the person.

Magical connections are usually an physical part of the person or object being affected, such as a piece of a building the sorcerer desires to bless. If the target is a person, the connection can be something of significant emotional value: a watch that is habitually worn, a favorite pen, or even a pet or family member.

These connections act as a mystical channel between the magic worked in the ritual and the target of the spell.

Due to the magical stresses involved, no magical connection can be used in more than a single ritual without coming back into the possession of the target for at least a full day. While fingernail clippings and similar items may only be used once before they cease to be magical connections, the same watch could be borrowed and returned many times and still continue to function as a magical connection to its owner.

The Laws Of Magic

Magical connections are an expression of the laws of magic that sorcerers use to craft their rituals. There are three primary laws of magic that sorcerers use in almost all Ritual and High Magic spells. These laws are the Law of Contagion, the Law of Sympathy and the Law of Names.

The Law of Contagion

The Law of Contagion states that things that were once connected are always connected. The magical connections discussed above work because of this

Table Of Traditional Magical Tools And Affinities

Element	Tool	Representation	Color
Earth	A Stone	A dish of salt	Black, Green, or Brown
Air	A Dagger*	Smoke or Incense	Yellow or Sky Blue
Fire	A Wand*	A lit candle	Red or Orange
Water	A Cup	A cup of water	Blue or Sea Green

*In some traditional practice the wand is a symbol of Air and the Dagger a symbol of Fire. Both representations work equally well, a fact that has caused many heated arguments among opinionated sorcerers.

law. To affect a person you need a part of the person, or something of emotional value to them. Similarly, if you wished to cast a spell to affect a car you would need something that was once a part of the car such as a chip of paint or the key to the car.

The Law of Sympathy

The Law of Sympathy states that those things that look alike, are alike. To affect a person it helps to use a doll or poppet that is human shaped. Similarly, if you want to cast a spell to allow you to swim more easily, you might want to use a photograph of a famous swimmer or a figurine of a dolphin in the ritual.

This sympathetic connection can be fairly abstract. A sorcerer who is casting a spell to cause a fire spell may well wear a red robe, since red is the color of fire. The four ritual tools use the Law of Sympathy to call on the forces of the four magical fields to strengthen the ritual.

The Law of Names

The Law of Names states that to name something is to control it. To affect a person or item you must know who or what you are affecting. The best way to know something is to have its name. If you don't know any name for a person, the address of a house, or similar identifying characteristics, then the spell cannot be cast. The more names you have for the target, the more powerful the spell becomes.

Using The Laws Of Magic When Designing A Ritual

The three laws of magic are intrinsic parts of all ritual Sorcery. Their use is part of what makes the magic work. Sorcerers disagree as to whether the laws represent fundamental principles of the universe, or merely fundamental principles in the psychology of enlightened magicians. However, all sorcerers agree that these laws work.

All rituals must include representations of the four elements and a magical connection to the target of the ritual if the target is not present within the magic circle. However, this represents only the bare minimum that is necessary for the ritual to function at all. Most rituals include much more elaborate paraphernalia and procedures. Use of more complex procedures and additional equipment give sorcerers an increased chance of success and increased POW to their ritual. Each

The Laws of Magic in Action

The "voodoo doll" is useful in illustrating the three laws of magic, since it uses all of them. To cast a curse on someone who is far from the site of the ritual, the sorcerer uses some of their hair or fingernail pairings (Law of Contagion). The sorcerer attaches these items to a doll (Law of Sympathy), breaks the doll to represent injuring the person (Law of Sympathy) and shouts the target's name and what the sorcerer wishes to happen to the target (Law of Names). There are many other ways to use these laws; most effective rituals use all of three of them.

additional ritual action or piece of ritual paraphernalia grants the caster a +5 or +10 bonus to their casting roll and to the spell's POW. See the Ritual Components Bonus table on page 35 for more information. Rituals can only be made so complex and still be useful. These bonuses cannot add more than +20 to both the casting roll and to the spell's POW.

FURTHER INCREASING THE POWER OF RITUALS

Many sorcerers lack the skill to reliably perform Ritual Magic or the POW needed to perform High Magic and seek ways to increase their magical ability and power. Some of these sorcerers choose to enchant magical tools and use elaborate ritual paraphernalia while casting spells. Others use either ritual preparation or they work with others, in a magical group. Both of these methods are most often used for High Magic.

Ritual Preparation

Ritual preparation involves lengthy meditation and preparation before a magical ritual is actually performed. This preparation provides a bonus to both the casting roll and to the POW Threshold for High Magic.

For every hour spent in ritual preparation, the caster may add +5 to both the total POW and to the casting skill for the spell. Due to the rigorous nature of this process, no one can engage in more than two hours of this process, so the maximum bonus to any ritual through this method is +10.

Sorcerers working alone or with others can use ritual preparation, but everyone participating in the ritual must take part in this preparation for it to be effective. Strict rules must be followed when engaging in such preparation. The preparation must be performed immediately before the ritual is performed. Any interruption or distraction negates the effectiveness of all such preparation; the sorcerer must begin the ritual preparation again to gain this bonus. Ritual preparation usually involves meditation, bathing and purification. Some sorcerers also use ritual dancing or chanting as part of this preparation.

Magical Groups

One of the advantages of performing magical rituals is that sorcerers can work together to cast magic. The storm that destroyed the Spanish Armada and the reluctance of the Nazi High Command to invade Britain after the Dunkirk evacuation are both rumored to have been caused by rituals of High Magic cast by many dozens of British sorcerers and magicians working together. The following rules for working in groups apply to both Ritual Magic and High Magic.

Everyone involved in the ritual must be willing and must know the purpose of the spell being performed. Each participant in Ritual Magic must spend at least one power; each participant in High Magic must spend at least two power points. The total power point expenditure must be at least equal to the amount required by the spell for it to be successfully cast. In all rituals one sorcerer is the leader or primary caster of the ritual. This sorcerer focuses and directs the magical energies and performs the most central actions during the ritual. The primary caster uses their full POW in the ritual. Each additional sorcerer adds one third (round up) of their POW to the total POW of the ritual. This additional POW increases the total Magical Modifier of the ritual and helps meet the POW Threshold for High Magic rituals.

Only sorcerers who understand the principles of sorcery may assist in this way. Sorcerers who wish to add their power to a ritual must have at least a score of 5% in Second Circle sorcery. Learning Ritual Magic teaches the sorcerer the basic forms and procedures used in all sorcery rituals. A sorcerer who only knows Second Circle sorcery cannot independently cast Third Circle sorcery, but

they can help another sorcerer cast such a ritual. Any number of sorcerers may participate in a given ritual if all of them have the necessary level of magical knowledge.

All enlightened assistants must be fully involved in designing the ritual, or they must work with the primary caster to study the details of the spell they are using. The symbols and methods being used must be understood by all such participants.

Working together in this way can prevent errors. If the primary caster fails the Ritual or High Magic rolls to design or cast the ritual, each of the other enlightened sorcerers present may attempt to make an Insight roll to notice the error. If any of these co-workers succeed, they may correct the leader and the ritual can continue just as if the leader had succeeded in the technique roll. The only exception is if the leader fumbles the roll when casting the spell. At that point, the spell is hopelessly ruined. However, any co-workers who succeed in their Insight rolls realize the spell is ruined and can stop the ritual before any power points are spent.

EXAMPLE OF A RITUAL INVOLVING MULTIPLE SORCERERS

A sorcerer with a POW of 17 and a Ritual Magic skill of 75% is leading a ritual. The sorcerer is assisted by two other sorcerers, one of whom has a POW of 16 and the other has a POW of 14, but has a minor elemental affinity with Air.

These sorcerers are casting a spell of Air. The total POW for the spell is 17 (from the primary caster), + 6 from the second sorcerer, and +7 from the third sorcerer (because the spell falls within her elemental affinity). The total POW for the ritual is 30.

Using Untrained Assistants

There is a place in Ritual and High Magic for assistants who are not enlightened. Each unenlightened assistant contributes 2 POW to the ritual and does not need to spend any power points when taking part in the ritual. However, in order to assist in the ritual, unenlightened assistants must possess a Knowledge (Occult) score of at least 50% and have been trained in their role by the primary caster for at least two hours. While enlightened sorcerers who assist in a ritual do not require aid, unenlightened assistants require direction and supervision. There

must be a minimum of one enlightened sorcerer present for every twelve untrained helpers assisting in Ritual or High Magic. In general, having a few enlightened co-workers is usually better than having many eager, but untrained assistants.

Other Uses For Magical Rituals

Most sorcerers only use magical rituals to cast Sorcery spells or to protect themselves against hostile magic, but magical rituals can have other, more esoteric uses. For some sorcerers rituals become an end

in themselves. Many sorcerers who are deeply religious cast magical rituals as a form of prayer. Sometimes this takes the form of praying for aid. More often, though, sorcerers use these religious rituals to talk to their gods or to celebrate to wonder and joy of their faith. It is entirely up to the gamemaster to decide if such prayer produces and tangible results. In a campaign focused on occult mysteries, mystical revelations, and hidden truths, such acts of worship can be an end in themselves.

Ritual Components Bonus Table

Bonus	Component	Law Invoked
+0%/+0*	Personal possession of a distant target. This possession must be important to the target.	Contagion
+0%/+0*	An object that has touched a distant object or location several times, like a rag regularly used to clean or polish a car	Contagion
+5%/+5	Hair or fingernail clippings from a target	Contagion
+5%/+5	Physical piece of a distant target object, a chip of paint from a house or a car	Contagion
+10%/+10	Blood or semen from a distant target	Contagion
+10%/+10**	Target is physically present during the ritual – this bonus also applies if the caster is the target	Contagion
+0%/+0*	Target's nickname, alias, internet username, or some other identifier	Names
+5%/+5	Full Name of the target	Names
+5%/+5	Target's birth certificate, signature, or a driver's license, credit card, or passport	Names
+10%/+10	Baptismal, confirmation, or other secret name of the target	Similarity
+0%/+0*	Sketch or other artwork representing the target, or a low quality photograph of the target	Similarity
+5%/+5	Video or high quality photograph of a distant target	Similarity
+0/+0***	Symbolic item representing the action of the ritual – a mirror or bowl of water for scrying, a smashed mirror to represent insanity, money for a spell to increase wealth.	Similarity
+5%/+5	A physical model of a distant target is manipulated in the ritual – a doll or a model of a house or a car is smashed or repaired during a curse or healing spell	Similarity
+5%/+5	The target is physically manipulated within the ritual – the target is wrapped in bandages for a healing spell	Similarity
+5%/+5	Elaborate and highly appropriate ritual paraphernalia.	All
+5%/+5	Performing the ritual using only a dead language associated with magic	All

* These magical connections provide no bonus, but are necessary to perform any ritual that requires a magical connection to the target.

** The bonus for a target being present in a ritual only applies to rituals that can be cast via a magical connection. If the ritual can only be cast when the target is present at the ritual, then there is no bonus of any sort for the target being present at the ritual.

*** Some item of this type is necessary to perform the ritual.



Selena leads a Ritual with the help of Clarissa and Joan

SECOND CIRCLE SORCERY: RITUAL MAGIC

Ritual Magic, as its name implies, requires special preparations and an elaborate ritual to successfully cast. Ritual Magic is always performed within a magic circle. Magic cast within the bounds of a magic circle is more powerful than ordinary Casual Magic. This magic can affect people and events far beyond the range of ordinary mystic vision. It can affect multiple targets at once and can produce magical effects that last for as long as a full day.

The Limits of Ritual Magic

- Ritual Magic can affect things distant in space and time, but only if there is some magical connection to these people or events.
- Like Casual Magic, Ritual Magic is limited in its ability to affect the physical world. Ritual Magic works best when is used to obtain information or to influence the target's thoughts and perceptions. However, Ritual Magic can be used to subtly manipulate events in the physical world or to make minor positive or negative changes in life processes.

- Ritual Magic consists of magical changes within the magic circle that are mirrored by changes in the physical world.
- The Results of Ritual Magic always occurs as if by purely natural means. Ritual Magic can be used to cause extremely improbable events to occur, but it cannot be used to cause impossible events to occur. A sorcerer could use Ritual Magic to work a spell for luck at gambling, but not cause the roulette wheel to fly up into the air and explode.
- Ritual Magic can affect multiple people, as long they are all present within the magic circle.

CASTING RITUAL MAGIC

Creating and Casting Ritual Magic requires the following two steps: acquiring or creating the ritual, and performing the ritual.

Acquiring or Creating the Ritual

If a Sorcerer has successfully cast this spell before, or has a grimoire with the spell in it, this step may be skipped.

If not, then the ritual must be designed from scratch. All sorcerers who will participate in the

ritual must work together to design it. Designing a ritual requires both time and information. Occult books, astrological charts, and books of myth are all frequently used during this process. Designing a ritual typically requires 2D6 hours. At the end of this time, one person working on the ritual must make a successful Ritual Magic roll.

If this roll fails, the sorcerer is unable to design an appropriate ritual with the resources at hand. The sorcerer must then either acquire more occult books and make a successful Research roll, or discuss the ritual with another sorcerer before a new roll can be made.

Effects: The following are the results for different degrees of success.

FUMBLE: The sorcerer designing the spell has unknowingly created a spell that has the opposite effect of the desired spell. A spell to curse an enemy would either bless the enemy or curse the caster. Another sorcerer who reads the planned ritual can tell that the spell is flawed if they make a successful Ritual Magic roll.

FAILURE: The sorcerer fails to design the ritual and must spend another 2D6 hours to make another attempt.

SUCCESS: The sorcerer successfully designs a ritual

SPECIAL SUCCESS: The spell is exceptionally easy to cast. Add +10% to the casting roll when casting the spell. The spell gains this bonus any time it is used.

CRITICAL SUCCESS: The spell is considerably more powerful than expected. In addition to the +10% bonus to the casting roll, add +10 to total POW available for this spell. The spell gains these bonuses any time it is used. A critical success on this roll allows the sorcerer to immediately make an experience roll in the technique being used, in addition to any normal experience rolls.

Casting the Ritual

Once the ritual is created, it may be cast. To successfully perform a ritual, the primary caster performing the ritual must make a successful Ritual Magic roll. Regardless of how many individuals participate in the ritual, only the primary caster makes the casting roll.

Effects: The following are the results for different degrees of success.

Casting First Circle Spells as Rituals

Any First Circle Spell may be cast as a Second Circle Ritual, but the sorcerer must design a ritual for this purpose. Casting a Casual Magic spell as a ritual increases its power and versatility.

If the sorcerer possesses a magical connection to the target and designs the ritual to incorporate it, the spell can affect a distant target, and a Casual Magic spell that has a duration of 10 minutes instead has a duration of one hour. If the target is physically present within the magic circle, the duration of the ritual increases to Day.

Sorcerers can work together and use various components to increase the total Magical Modifier available for the spell.

Informational spells such that act as adjuncts to mystic vision (like Read Aura and Identify Magic) may not be cast using a magical connection, since they are limited by the range of the Caster's mystic vision. These spells may be extended in duration, but only function while the caster is using mystic vision. If a spell such as Read Aura is cast with a duration of Day, the spell automatically functions when the caster uses mystic vision. No additional rolls need be made, nor additional power points spent. The Read Aura (or whatever) spell becomes a natural part of the caster's mystic vision for that entire day.

FUMBLE: The ritual fails, all power points are spent, and all magical connections to the target are used up.

FAILURE: The ritual fails, but may be immediately retried without penalty. No magical connections are used up.

SUCCESS: The sorcerer casts the spell normally. Magical connections are used up.

SPECIAL SUCCESS: The spell does not cost any power points to cast. Magical connections are used up.

CRITICAL SUCCESS: Double some important parameter for the spell. Most often, either the spell's duration or Magical Modifier is doubled. Magical connections are used up.

The Grimoire Of Second Circle Spells

Any sorcerer who knows Second Circle Sorcery can create any of the spells listed, as well as creating any other possible spells.

Spell Format

Name: The name of the spell

Element: The elemental association of the spell

Range: The maximum distance from the caster that the spell can affect.

Present: The target must be within the magic circle when the ritual is performed. For these spells, the caster gains no bonus for the presence of the target.

Connection: By using a magical connection to the target, the caster can affect a target anywhere in the world.

Duration: How long the effects of the spell lasts

Instant: The spell's effects are lasting and permanent

Ritual: The spell lasts until the ritual ends.

Hour: The spell lasts one hour.

Day: The spell lasts until the next Sunrise.

Week: A few Ritual Magic spells last for seven full days.

Area: The maximum area that the spell affects.

One target: This spell only affects a single target

Circle: This spell affects everyone within the magic circle. Any spell with a range of Circle may be cast on a subset of the individuals within the magic circle instead of everyone.

Resistance: Can the target resist the spell. Only living targets can resist spells. Magic resistance is always a POW vs. POW roll against the spell's POW. Unenlightened living beings halve their POW (round up) when making this roll. The target of a spell may always choose not to resist a spell.

Yes: The target can roll to resist the spell

No: The target cannot resist the spell

Common Components: Components commonly used in this ritual.

Spells of Air

Bonds of Connection

Element: Air

Range: Connection

Duration: Week

Area: One target

Resistance: No

Common Components: A cord or thin chain that is tied from the caster to the magical connection, representing the bond. A dowsing rod or compass (to which the magical connection is affixed).

Description: This spell forms a connection between the target and the primary caster. For the duration of the spell, whenever the caster concentrates, they know the direction and approximate distance of the target. The caster can only roughly locate the other person on a map, but can unfailingly walk or drive to their current location.

Bond of the Senses

Element: Air

Range: Connection

Duration: Day

Area: Two targets

Resistance: No

Common Components: A cord that is used to bind the two targets together for the duration of the ritual. Sharing blood. Two dolls that are tied together, one held by each participant. Oil used to anoint the eyelids and ears of each participant.

Description: This spell links the senses of an enlightened individual with those of one other human, animal, or inhuman magical creature. For the duration of the spell, either of the two linked parties may experience some or all of the sense of the other whenever desired. The two linked individuals may see out of each other's eyes or hear through each other's ears at will. The two participants can communicate with one another at any time.

Enlightened Magic

Discern Location

Element: Air

Range: Connection

Duration: Ritual

Area: One target

Resistance: No

Common Components: A map, a compass or dowsing rod (which can be used instead of a finger to point towards the target).

Description: The caster may locate any one target, as long as the caster possesses a magical connection to it. To cast the spell, the primary caster must hold or touch the magical connection and run a finger or other pointer over a map. The caster's finger stops at the location of the map that corresponds to the location of the target. If the target is at a location that is not on the map, the caster receives no information beyond which direction off the map the target is located. The target can only be located to within the width of a finger on the map. Multiple maps may be used in a single ritual, to narrow down the target's location.

A different version of this spell lets the caster locate inanimate objects as long as the caster is either the rightful owner of the object, or possesses a magical connection to the object, which is generally a piece of the object.

Reveal Character

Element: Air

Range: Connection

Duration: Day

Area: One target

Resistance: Yes

Common Components: Removing a mask from a doll representing the target. Shining a bright light on a photograph of the target. Washing dirt off of a photograph of it, or a doll representing the target.

Description: This spell makes the target's true character manifest for all to see. This spell reveals the hidden truths about the target in subtle, but clearly noticeable ways. A smooth-talking con artist might suddenly seem manipulative and untrustworthy, while a mild-mannered serial killer might appear to

be evil and menacing. Everyone who interacts with this individual automatically makes an *Easy Spot* or *Insight* roll (whichever is higher) to notice the person's character.

The Speech of Reason

Element: Air

Range: Present

Duration: Ritual

Area: Circle

Resistance: No

Common Components: A two-way radio or toy telephone. A word or image symbolizing communication (such as the word "speech", or an image of an open mouth) drawn on the forehead or throat of each target. Charm bracelets with mouths, telephones or similar charms that are given to or put on each participant.

Description: All who are present within the circle may communicate fully, regardless of physical or linguistic barriers. This spell even allows communication with animals, any ghosts that are present, or corpses that have been dead no more than a full day.



Selena convenes with the goddess Freya

All ghosts become visible to both enlightened and unenlightened people within the circle.

All of the communication takes place in a partially psychic magical language, which is impossible to record; observers outside the circle will not be able to perceive it. When communicating with animals, the animals may communicate fully, but gain no more intelligence or reasoning ability than they naturally possesses.

Often this spell is used in conjunction with the Casual Magic spell Winds of Reason when attempting to communicate with animals. Beings under the influence of this spell may lie, but the nature of the communication makes it clear that they are doing so. This spell does not compel anyone to speak, or to tell the truth, nor does it reveal what the truth is when a lie is spoken. However, unintentional misunderstandings are impossible when using this spell and everyone knows when someone is lying.

This spell can be cast upon a document present in the ritual space. Performed in this fashion, everyone present may read the document, even if it is written in code or a foreign language that no one knows. This spell even translates alien languages or languages that no one alive speaks.

True Speaking

Element: Air

Range: Present

Duration: Day (special)

Area: One target

Resistance: No

Common Components: Images of ears and mouths. Poems or short essays on the importance of truthfulness or the evil of lying.

Description: The target can automatically tell if a number of statements equal to the spell's Magical Modifier are lies. The target can only choose to determine if a statement is true immediately after the speaker says it. The spell ends after one day, even if the target has not used all of their chances to tell truth from lies. If the target knowing tells a lie during that day, the spell automatically ends and all unused chances are lost. This spell only reveals if the speaker believes what they are saying to be true. If

the speaker is mistaken but not lying, this spell will not reveal any deception.

Visions of the Past

Element: Air

Range: Present

Duration: Ritual

Area: Circle

Resistance: No

Common Components: A mirror, crystal, or bowl of water that the image forms in. An object (whether an artifact or a newspaper) made at the time that the caster wishes to observe.

Description: Everyone within the magic circle can see and hear events that occurred in the past at the same location. When performing the ritual, the caster must state what time the participants are hoping to view. This statement need not involve exact dates, but it must be precise. Statements like, "exactly 3 hours ago", "when the murder was committed", or "when this ruin was last inhabited" are all equally valid. The visions produced by this ritual include sight, sound, and smell, but not other senses. They encompass both the area within the magic circle and the area surrounding it. However, the visions are only perceptible to those within the magic circle. The sights and sounds produced using this spell progress at the same rate as when the events actually occurred. A 30 minute ritual allows the participants to observe 30 minutes worth of history. As with other magical perceptions, these perceptions directly affect the senses and psyches of the participants and may not be sensed or recorded with instruments.

Spells of Earth

Acquisition

Element: Earth

Range: Present

Duration: Week

Area: One target

Resistance: No

Enlightened Magic

Common Components: A picture of the desired object or the type of object desired. A check filled out to the target.

Description: This spell is used to aid in the acquisition of some specific item. Sorcerers regularly use this spell to obtain cars, houses, or money for next month's rent. It boosts the character's wealth level by one for purposes of acquiring one particular item, which must be specified in the ritual. A character of average wealth is treated as affluent when attempting to acquire the item, and a character who is poor is treated as having average wealth. If the character's wealth is still insufficient, at the game-master's discretion they may be able to find either a cheap or used copy of the item, or they can make an initial down payment on the item and buy it on credit. The spell enables the target to have a chance to acquire the desired object sometime within the next week.

Bless the Land

Element: Earth

Range: Special

Duration: Instant

Area: Special

Resistance: No

Common Components: A photograph of the area being blessed. A bit of earth from the land that is watered and fertilized during the ritual.

Description: This spell restores health and life to an area. It makes land more fertile and all of the animals and plants there more healthy. The effects of this spell are subtle. Farmland that has this spell cast upon becomes notably more fertile and productive than land that has not been blessed, but flowers do not bloom in the winter and crops still die in a prolonged drought. The same is true for wild land. Today some environmentalist sorcerers cast this spell on damaged or polluted land to aid it in recovering from environmental damage more rapidly.

Some of the effects of the spell begin to fade after several years, so it is traditional to cast this spell annually. However, these effects only fade because soil fertility naturally declines if it is not renewed. This spell affects the entire local area surrounding the ritual. This area must be bounded by natural boundaries. If the spell is cast in a

copse of trees, the spell affects the entire copse, but nothing outside of it. If it is cast in a field or meadow, it affects the entire field or meadow. The spell does not generally affect less than one acre or more than four square miles.

Healing

Element: Earth

Range: Connection or Present

Duration: Instant

Area: One target

Resistance: No

Common Components: Bandages that are applied to the target or to a doll representing the target. Taking a deformed or damaged wax doll of the target and making it whole.

Description: This spell infuses the target with healing energy. When cast via a magical connection to the target this spell increases the effectiveness of the next successful First Aid roll performed on a given wound so that it heals 1D3+3 hit points. All long-term healing rolls for this wound or injury are doubled. A character treated in this way heals 1D3 every three days without medical treatment, and 2D3 every three days in a hospital. This spell works on all living things.

If this spell is performed on a target who is physically present, they heal 1D3/day or 2D3/day with hospitalization, as well as gaining the same bonus to First Aid. If the target is present, this spell may be used to cure all but the most serious illnesses. Diseases such as AIDS and terminal cancer are usually beyond the reach of this spell, but little else is. This spell doubles the expected lifespan of terminally ill individuals, and cures all forms of mental illness, whether physically, emotionally, or magically caused.

Intrusion Ward

Element: Earth

Range: Connection

Duration: Week

Resistance: No

Area: A single location no larger than a house or small business, or a single object.



Selena heals Robert's gunshot wound

Common Components: A crystal that is placed on or within the object being protected. A photograph of the target sprinkled with salt.

Description: This spell protects a selected object or area. The caster can ward any single dwelling from intrusion or disturbance, or an object from theft or vandalism. Any person or creature that does not have a pressing reason to enter the warded area or touch the waded object unconsciously avoids it. Car thieves choose a different car and no one enters a warded apartment by mistake. However, individuals who do feel a pressing reason to enter or disturb a warded dwelling or object are free to do so.

Protection Of The Hearth

Element: Earth

Range: Connection

Duration: Special

Target: One Dwelling

Resistance: No

Common Components: A photograph of the place being protected that has salt sprinkled over it (salt represents protection). Four small stones (each

painted one of the elemental colors) placed around the perimeter of the dwelling.

Description: This spell protects one dwelling and everyone inside it against all magic for the next 28 days. This protection is treated as magic resistance equal in power to the spell's total POW. If the inhabitants of the house have their own magic resistance, anyone casting magic against these individuals must overcome the magic resistance of the *Protection*, then overcome the magic resistance of the target. This spell only protects individuals while they are within the dwelling. It only protects against magic cast from outside the dwelling.

Shield of Protection

Element: Earth

Range: Connection or Present

Duration: Hour or Day

Area: One target

Resistance: No

Common Components: A metal shield or bullet-proof vest. An image of the target being protected by a bodyguard.

Enlightened Magic

Description: This spell protects the target from physical harm. The aim of attacks are slightly deflected and the force of blows are softened a bit. This spell gives the target the invisible and intangible equivalent of temporary armor that provides protection equal to the spell's Magical Modifier. When cast via a magical connection, this spell has a duration of one hour. If this spell is performed on a target who is physically present, the duration is one day.

Tool Blessing

Element: Earth

Range: Connection

Area: One target

Duration: Day

Resistance: No

Common Components: Images of the tool or device being used by an expert. Polishing or maintaining the tool or device. Images of especially high quality examples of this tool or device.

Description: This spell enhances the effectiveness of any one tool or device. For the next day, all skill rolls made using this tool add the spell's Magical Modifier x 5% to the skill of the user. This spell can affect any device such as a set of lock-picks, a car, or a computer, but it has no effect on weapons.

SPILLS OF FIRE

Awakening the Inner Fire

Element: Fire

Range: Present

Duration: Instant

Area: One target

Resistance: No

Common Components: Flash-paper, fireworks, a candle or some other small fire or light that is lit, representing enlightenment.

Description: The caster can enlighten any unresisting human. This awakening is immediate and permanent. The target of the spell must be willingly present at the ritual, but they need not know the rit-



Robert achieves Enlightenment

ual's exact purpose. The target usually experiences a deeply spiritual awakening.

The target must make a Luck roll to be successfully awakened. If this roll is fumbled, the target goes insane for at least one week due to the stress of the unsuccessful enlightenment. Each casting of this spell costs either the primary caster or the target one point of permanent POW, depending on the design of the ritual. If no POW is spent, then this ritual transforms the target into a Seer (see p. XX).

If only Seers can be enlightened in a particular campaign, then this ritual only functions on Seers. In such a campaign, this spell cannot be used to transform a normal person into a Seer.

Banish Magic

Element: Fire

Range: Present

Duration: Instant

Area: One target

Resistance: No

Common Components: A thin chain or cord that represents the spell to be dispelled; this chain is bro-

ken by the caster during the ritual. A needle driven through a doll is removed during the ritual.

Description: This spell dispels or destroys a single sorcery spell or alchemical procedure affecting the target. When the ritual is performed, the caster must roll the total POW for the Banish Magic spell against the total POW for the spell to be destroyed. Only one spell at a time can be dispelled in this fashion. If the caster does not specify what spell they are trying to remove, the ritual automatically removes the most powerful hostile spell affecting the target.

Curse

Element: Fire

Range: Connection

Duration: Day

Area: One target

Resistance: Yes

Common Components: A doll representing the target that is cut, torn, or otherwise harmed during the ritual. A photograph of the target that is torn or burned.

Description: The caster places a curse on a single target. This curse can be cast in one of two ways. Either the target suffers a negative modifier to all of their skills equal to the spell's Magical Modifier x 3% for the next day, or the target automatically Fumbles one important roll made that day. The choice of the particular type of curse is made by the caster. In the second case, the caster has no control over the type of roll that is fumbled. In either case, a successful use of the *Banish Magic* spell can cancel all effects from this spell.

Flames of Inspiration

Element: Fire

Range: Present or Connection

Duration: Special

Area: One target

Resistance: No

Common Components: A doll representing the target. A long-burning candle or lamp that is lit for the duration of the inspiration. A kaleidoscope or

prism the subject looks through (representing the inspiration the target is receiving). A picture of a famous artist.

Description: This spell fills the target with inspiration and creativity. If cast on a target who is present at the ritual, the spell gives the target exceptional success with the next performance, speech, or other artistic endeavor they attempt. For their next skill art or performance roll, add the spell's Magical Modifier x 10% to the art or performance skill they are using.

If the target not present at the ritual, they only receive the bonus to their skill while the ritual is actually being performed. If the caster wished to grant this bonus to a dancer, the ritual would have to be performed while the dancer was actually performing. Experienced creative artists feel a strong urge to use their talents when this ritual is performed for them. A single individual cannot benefit from this ritual more often than once a day. The target feels drained and tired once the performance or artistic endeavor is completed.

Invisible Attack

Element: Fire

Range: Connection

Duration: Instant

Area: One target

Resistance: Yes

Common Components: Cutting or harming an image of the target.

Description: This spell causes direct physical harm to the target. Over the course of the next hour, the target develops some painful internal injury or illness. Medical exams reveal a medical condition such as a mild heart attack, a badly pulled muscle, or some similar condition that makes sense for the target's age and health and the amount of damage caused by this spell. Alternately, the target suffers some accident, like falling down a flight of stairs. This spell does 1D6 damage + the spell's Magical Modifier damage to the target. This spell ignores all non-magical armor and protections.

This spell can be used on objects and devices like cars, computers, or works of art. The spell does this listed damage to the object or device

and also renders devices, from computers, to cell phones, to cars non-functional under they are repaired. Examination reveals that the device suffered some perfectly ordinary but moderately serious problem. If a vehicle is being driven when struck by this spell, the driver must make a Drive roll to avoid a crash. This roll will be Difficult if the vehicle is being driven very fast or in extremely bad weather. All magical protections function normally when blocking the damage caused by this spell.

Ties of the Heart

Element: Fire

Range: Connection

Duration: Week

Area: One target

Resistance: Yes

Common Components: Inserting (or removing) a miniature arrow from a doll's heart. Perfume, candy, or a Valentine's Day card (or dead roses, spoiled candy, etc.).

Description: This is a spell for increasing or decreasing affection between the target and the caster. The caster can affect the feelings of the target, so the target loves or cares about the caster either more or less (depending on the wishes of the caster). This change in feelings lasts for the duration of this spell. While it can be used as a traditional love spell, a reversed ritual allows the caster to temporarily transform love into indifference.

Deep emotions are fairly stable; deep and lasting love cannot be turned into hate or complete indifference, and hate or indifference cannot be transformed into deep love. However, this spell can be used to increase or reduce existing feelings, as well as causing the target to become passionately (if temporarily) infatuated with the caster. The changes produced by this spell are usually quite subtle, and much of its effectiveness will depend upon how the caster acts towards the target.

This spell can be used manipulate all forms of affection, affecting friendship and hero worship as much as romantic love. Regardless of the specifics of the spell, the target acts as they normally would under the effect of the designated emotion. This spell cannot not transform hard-bitten cynics into gushing romantics. In the absence of other

events, the effects of this spell vanish at the end of one week. This spell does not affect the caster's feelings towards the target.

Weapon Blessing

Element: Fire

Range: Present

Duration: Day

Area: One target

Resistance: No

Common Components: Tools for polishing or repairing the weapon. Representations of the weapon being used. Images of particularly impressive or famous versions of a similar weapon.

Description: This spell causes a single weapon to become considerably more accurate and deadly. For the next day, anyone who uses the weapon gains a bonus equal to the spell's Magical Modifier x 5% for all uses of this the weapon. Add the following additional damage to all uses of the weapon.

Spell's Magical Modifier	Additional Damage
1	+1
2	+1D2
3	+1D3
4-5	+1D4
6-7	+1D6
8-9	+1D8
10-11	+1D10
12-13	+1D12
14-15	+2D6
16-18	+2D8
19-20	+2D10

Spells of Water

Cause or Remove Gullibility

Element: Water

Range: Connection

Duration: Day

Area: One target

Resistance: Yes

Common Components: A doll that has a blindfold put on (to cause skepticism) or removed (to remove skepticism). Paint or oil to anoint the eyes of the doll. A covered box to put the doll in or remove it from.

Description: This spell makes a single individual considerably more or less gullible. Causing someone to become more gullible makes them more likely to believe lies, urban legends, or fantastic stories. In addition to being inclined to treat even the most suspect news story as likely true, add the spell's Magical Modifier x 5% to the skill of everyone using Fast Talk directed at the character. If others hear the same Fast Talk roll, their gullibility is unaffected.

When used to make someone less gullible, the person refuses to believe any unlikely stories, including true ones, unless confronted with exceedingly solid proof. Subtract the spell's Magical Modifier x 5% from anyone using Fast Talk to convince the character. Once the spell ends, the character is free to reconsider any claims they believed or refused to believe, but will usually only do so if specifically reminded of these claims.

Deflect Pursuit

Element: Water

Range: Ritual

Duration: Week

Area: Circle

Resistance: No

Common Components: Masks that all of the participants put on. Filling the ritual space with smoke (to hide the participants). A toy police car that has its windows painted black during the ritual.

Description: Participants of the ritual avoid the attentions of any known individual or group that is investigating their activities. The primary sorcerer must specify what groups' efforts the ritual is designed to deflect. If the sorcerer does not know they are being investigated or does not know the identity of the group or individual investigating them, this ritual will not affect these targets.

This ritual subtracts the spell's Magical Modifier x 5% from all skills used by the named group to uncover any information about anyone protected by this ritual. If any of these rolls is a Fumble, the

investigators either abandon their efforts because they consider another investigation to be more important, or they mistake another group of individuals for the group protected from their efforts.

Disguise

Element: Water

Range: Present

Duration: Day

Area: Circle

Resistance: No

Common Components: The appropriate costume for the type of person to be impersonated. Any props associated with this type of person. A picture of a famous person of this type.

Description: The target or targets can change how they are perceived. This spell does not change the physical appearance of the targets in any way, instead it makes all of the targets seem like a specific sort of person. If the spell was used to disguise the targets as military officers, they would be saluted if they walked onto a military base, even if they were out of uniform. However, they would not be allowed into restricted areas without the proper clearance and IDs. The targets of the spell are perceived as having all of the correct movements and other non-verbal cues appropriate to the assumed roll. However, this spell does not provide the targets with any actual knowledge, nor does it exert any compulsion over anyone who sees them.

Props, such as the appropriate clothing and tools, are useful both when casting this spell, and while it is being used.

Dream Sending

Element: Water

Range: Connection

Duration: Ritual

Area: One target

Resistance: No

Common Components: A story describing or telling the dream that is read during the ritual. A diorama or picture representing the dream.

Enlightened Magic

Description: This spell creates a dream and sends it to the target. If the target is sleeping, the spell takes effect immediately. If the target is awake, the spell takes effect the next time the target falls asleep. Only a single dream can be sent when casting of this spell, and the dream cannot last any longer than the ritual used to send it. Any sort of dream may be sent to the target. All such dreams are extremely vivid and easily remembered. The exact effects of the spell depend both on the dream and the target.

Superstitious targets may treat the dreams as omens or portents. Less mystically-inclined targets might regard such dreams as merely symptoms of stress or a reason to seek psychiatric help. All dreams sent by this spell are merely dreams; they cannot physically harm or kill the target, nor can a single dream induce madness or mental breakdown. Enlightened targets always remember this dream very clearly and understand that it has been sent by magic. Sorcerers can use this spell to secretly send messages to one another.

Pool of Scrying

Element: Water

Range: Connection

Duration: Ritual

Area: One target

Resistance: No

Common Components: A bowl of water or ink (alternatively, a mirror or crystal ball).

Description: The caster remotely views the actions of a pre-designated target or location. The caster must possess a magical connection to this target. To cast this spell the caster must have a reflective surface like a mirror or a bowl of water or ink. When the spell is cast, the image of the desired individual appears in this reflection. Everyone within the magic circle can both see and hear the chosen target for the duration of the ritual.

Tongue Twisting

Element: Water

Range: Connection

Duration: Day

Area: One target

Resistance: Yes

Common Components: Images of someone famous for being untrustworthy or deliberately unpleasant. Images of the target that have been altered to look hostile or ugly.

Descriptions: The target is badly misunderstood for the next day. Listeners take everything the target in the worst possible light. This spell has no affect on what a target says, merely on how people interpret these words. Sincere declarations of love or innocence sound false, compliments sound like subtle insults, and mild criticism sounds exceedingly cruel and undeserved. All Fast Talk and Persuade rolls made by the target become more difficult. Subtract the spell's Magical Modifier x 5% from the target's Fast Talk and Persuade skills. The target is completely unaware of this spell, except to the extent that they notice its effects. This spell affects everyone the target speaks to, whether in person, by phone, or via a recording. However, the spell has no affect on written communication.

Vanishing

Element: Water

Range: Connection or Present

Duration: Hour or Day

Area: One target

Resistance: No

Common Components: Camouflage clothing. Black face paint. A human figure made of glass or transparent plastic.

Description: The target becomes easy to overlook. Anytime the target is hiding, subtract the spell's Magical Modifier x 5% from any perception skills used to locate the target. However, for the spell to work, the target must hide themselves out of sight of the person looking for them. Running into a room and hiding behind a door is sufficient, but the target must remain hidden or the spell temporarily ends. However, for the duration of the spell, any time the target hides out of sight of their pursuers, the spell begins working again. When cast via a magical connection, this spell has a duration of one hour. If this spell is performed on a target who is physically present at the ritual, the duration is one day.

PUTTING IT ALL TOGETHER: AN EXAMPLE OF RITUAL MAGIC

A sorcerer named Aaron wishes to keep an eye on Joan, a woman he suspects of being a dangerous criminal. Aaron decides to cast a spell to take a look at Joan. Aaron has never cast a Pool of Scrying spell before, so he must first design it.

Aaron has a skill of 70% in Ritual Magic. He rolls an 81 and so fails the Ritual Magic roll. He rolls 2d6 for how long it took, wasting seven hours. Aaron must now go and find more occult books and do some research. Aaron makes a successful research roll and then rolls a 47% on the new Ritual Magic roll, and 6 on the 2D6 roll to determine how long the process takes, so the ritual takes him six hours to design.

While designing the ritual Aaron wishes to make the ritual as potent as possible. Aaron decides to use a hair he picked off of Joan's coat as the magical connection in the ritual (+5% to the roll from using a magical connection that was actually a part of the target). Aaron writes the ritual so that he burns the hair in a small dish and then sprinkles the ashes on a blue bowl filled with distilled water. Then, he looks into the bowl and (hopefully) sees an image of Joan. From research, Aaron knows Joan's full name; this information is included in the ritual (+5% bonus to the roll for using the subject's full name). The total bonus from the components using in this ritual is +10% to the roll.

After he has designed the spell, Aaron performs the ritual. He sets up the tools and components of the ritual, including a large blue bowl that he fills with water. Aaron casts the circle, and calls upon the four elements. After that, he touches each of the four magical tools to the water in the bowl and spends one power point. He then makes another Ritual Magic roll and rolls a 73. Because of the +10% bonus to the casting roll from the components, he successfully performs the ritual.

The bowl mists over and slowly clears, revealing an image of Joan sitting at home talking on the phone. Aaron can now watch and listen to Joan for the duration of the ritual. After he has observed Joan for several hours, Aaron dismisses the four elements and grounds the circle.

If Aaron wishes to cast the ritual again on another target, he need not design it again. The +10% bonus to the casting roll is an intrinsic part of this ritual. However, to successfully cast this ritual he



Aaron listens in on Joan's conversation

must use a magical connection that was once a part of the target (it need not be hair), he must use the full name of the target, and he must view the image in a bowl of water.

THIRD CIRCLE SORCERY: HIGH MAGIC

High Magic is the most potent form of sorcery known, though it is performed very much like Ritual Magic. The sorcerer designs a ritual, then casts the spell by performing the it. However, High Magic is both much more powerful and far more difficult to perform than Ritual Magic.

Unlike the two lower circles of Sorcery, High Magic has Power Threshold levels for spells. Spells of High Magic can only be designed or cast by sorcerers who have sufficient knowledge and magical power to work with the deepest secrets of magic. Even a High Magic ritual that has been written down in a grimoire cannot be successfully used by anyone except a sorcerer who possesses sufficient skill and power.

To successfully cast a spell, a sorcerer must have a High Magic skill at least equal to the spell's Power Threshold, and the spell's total POW must equal the spell's Power Threshold. A spell with a Pow-

er Threshold of 40 would require the sorcerer to have a skill of at least 40% in High Magic, and a total of 40 POW available for the spell. However, bonuses to the sorcerer's chance to cast the spell and bonuses to the spell's POW can allow sorcerers to cast spells whose Power Threshold they could not normally meet. High Magic is often performed in groups. Even the greatest sorcerers require co-workers and assistants to perform the most powerful High Magical spells.

THE LIMITS OF HIGH MAGIC

- Spells of High Magic are closely tied to the fluctuations of magical energy and may only be cast upon the day of the week that corresponds to their element, or on a Sunday (when all elements are dominant).
- Unlike the previous two circles of Sorcery, High Magic can produce obvious physical effects. High Magic rituals can raise the dead, summon

a hurricane, or transport the sorcerer across the globe in an instant.

- Spells that affect large groups of people are limited to causing specific single effects. A sorcerer could use High Magic to cause a local union to vote to end a strike, but once the vote was taken, the union members would be no more satisfied with their employers than before. While it is possible to use High Magic to affect groups of people as large as the population of an entire nation, the magnitude of such effects are extremely limited. A powerful sorcerer might use High Magic to influence a presidential election. However, such a ritual would need to be cast immediately before the election, it could only affect a vote that was already quite close, and this ritual would only influence the way people voted, not how they felt about the candidate, the issues, or the results of the election.

An Example Of Creating An Enchanted Item With Ritual Magic

Elisha is a sorcerer and an undercover police officer fighting well-armed drug gangs. She wants to protect herself against getting shot, but often works undercover for weeks at a time and cannot always perform rituals. She decides to create an item that contains the spell Blessing of Protection. She has cast this spell before, but has never enchanted an item with this spell before.

Elisha must first design the enchanting ritual. She has a skill of 80% in Ritual Magic and rolls a 53 on her roll to design the ritual and nine on the 2D6 roll to determine how long the process takes. After 9 hours, Elisha has created a ritual to enchant this spell into an object. When designing this ritual Elisha wished to make it as powerful as possible, and so she designs a ritual that is performed in Latin. She has a friend who does metalwork create a small steel pendant in the shape of a medieval shield, engraved with the word "Contego", which is Latin for "I protect" or "I shield". Finally, she puts on both the pendant and her police issue bulletproof vest during the course of the ritual, symbolizing protecting herself. This ritual gains bonuses from physically manipulating the target, elaborate materials (the pendant), and dead languages, for a total bonus of +15% and +15 POW.

Before she performs the ritual, Elisha spends two hours in Ritual Preparation, further increasing the casting chance and POW of the ritual by +10. The Day and Season bonuses cancel each other out. Elisha's POW is 17 and her total bonuses to the ritual are +25. The total POW of the ritual is 42. Elisha spends almost three hours preparing for and performing this ritual and rolls a 15, which is a Special Success. Elisha does not even need to spend a power point to perform the ritual.

After Elisha has put on her bulletproof vest and the shield-shaped pendant, she holds it in her hand and spends 3 POW to complete the enchantment. Elisha's POW is now 14. The fact that her ritual roll was a Special Success in no way eliminates the need to spend POW to empower the enchantment. Elisha now has a pendant containing the Blessing of Protection spell with a POW of 42. The POW of this item remains the same even if Elisha's POW later increases or decreases. To use this item, Elisha merely needs to make a Casual Magic roll and spend one power point, exactly as if she was performing Casual Magic. At this point, the pendant provides her with 9 points of armor. Her chance to activate this item and the item's total POW are unaffected by the season and day that she uses it.

- Unlike Casual Magic and Ritual Magic, which each cost one power point, High Magic rituals cost two power points to cast.

DESIGNING & CASTING HIGH MAGIC

The process of casting High Magic is identical to that used when casting Ritual Magic, with three important exceptions. High Magic spells take 1D3 days to design, two power points must be spent by each participant in the ritual, and the caster must meet the spell's Power Threshold for both their skill and the total POW of the spell.

THE GRIMOIRE OF THIRD CIRCLE SPELLS

SPELLS OF AIR

These spells may only be cast on a Wednesday or Sunday.

Spell Format

The spell format for Third Circle spells is identical to that for Second Circle spells, except for the following:

Power Threshold: To cast this spell, the primary caster must have a High Magic skill equal to the Power Threshold and the spell's total POW must equal the spell's Power Threshold. *For example, a spell with a Power threshold of 40 requires a 40% skill in High Magic, and 40 POW points.* Enchanted ritual tools, magical components, ritual preparation, co-workers, magical nexus points, and magical months and days can all increase the needed skill and POW.

Area Group: A few of the most powerful High Magic spells can affect large groups of people who are not within the magic circle. The details of the types of groups affected will be described with the spell. To cast a spell on such a group, the caster must possess some magical connection to the group. If the caster were trying to affect all police officers in a certain city, a police badge from that city would work as a suitable connection. The maximum possible bonus for this connection is +5%.

Ghostly Visitation

Power Threshold: 20

Element: Air

Range: Connection

Duration: Ritual

Area: Special

Resistance: No

Common Components: A mirror. A telescope. A copy of the novel *The Invisible Man*.

Description: The sorcerer can project their image invisibly and intangibly to the desired location or individual. For the duration of the ritual, the sorcerer's body remains in a trance and the sorcerer can see and hear everything going on around the target. Being intangible, the sorcerer can walk around, exploring other rooms, sticking their head into a file cabinet, or otherwise exploring the environment as long as they remains within 50 meters of the target.

The sorcerer can manipulate objects in the target's vicinity. The sorcerer can use their intangible body to pick up and manipulate objects, open drawers, spill glasses of water, type on a keyboard, or to perform similar tasks. However, each such action costs the sorcerer one power point. The sorcerer only has an effective strength of 1 for such purposes, and cannot lift more than a maximum of one pound. This strength is sufficient to open a door or drawer, but not to throw an object with injurious force. The sorcerer can speak, but their voice sounds somewhat ghostly and distant. Enlightened characters will be aware of the sorcerer's presence if they use mystic vision and make a successful Spot roll. Enlightened characters can see the sorcerer clearly and easily using active mystic vision.

Whirling Winds of Protection

Power Threshold: 30

Element: Air

Range: Connection

Duration: Day

Area: One target

Resistance: No

Common Components: A small electric fan. Videos of strong winds. A photograph or drawing of a tornado.

Description: This spell surrounds the target with winds that slow and deflect the aim of all missile weapon attacks directed at them. For the duration of the spell, brief and often inexplicable gusts of wind periodically blow near the target.

Anytime the target is attacked with a missile weapon, from a hurled rock to a bullet, the player can roll the attacker skill vs. the spell's Magical Modifier x 10% on the resistance table. If the spell wins, the attack misses. Even if the attack hits, the winds produced by this spell reduce the impact, so that the attack only does half its normal damage. Roll damage for the attack normally, and then reduce it by half (round down).

Open the Airy Door

Power Threshold: 40

Element: Air

Range: Connection

Duration: Ritual

Area: Special

Resistance: No

Common Components: The feathers or skin of a bird (representing movement), a doorway (or a mock doorway made of two upright boards topped by a third board) in the center of the circle, freeing a live bird (the point where it flies through the circle is where the gateway forms).

Description: This spell opens a mystical doorway within the magic circle. This doorway connects the magic circle to a pre-specified location to which the caster possesses a magical connection. This spell may be cast using a person as the destination, in which case the caster must have a magical connection to the person.

Anyone within the magic circle passing through this doorway is instantly transported to the location or person specified in the ritual. This doorway remains open for the entirety of the ritual and everyone within the circle may pass through it if they so desire. However, this doorway only goes from the magic circle to the destination. Once

through the doorway, there is no way to return to the circle.

A related version of this spell, with a Threshold of 50, called Open the Airy Gateway, does allow two-way travel between the two locations.

A Note On Enchanted Items: When this spell is enchanted into an item, it must be created with a single destination, so the enchanted item allows the character from anywhere to travel to a single pre-set destination.

Attainment of New Knowledge

Power Threshold: 50

Element: Air

Range: Present

Duration: Week

Area: One target

Resistance: No

Common Components: Tools or books associated with the skill. Images of people practicing the skill. Awards for excellent in the particular skill.

Description: The target of the spell gains a single skill that they do not possess, or only know the rudiments of. The character can gain any skill possible in the campaign, including knowledge of languages known to no living being. The only limitations on this spell is that the spell cannot provide any skill that the target knows at more than 10%, and it cannot provide any skill of either enlightened sorcery or alchemy. The target gains the skill at the spell's Magical Modifier x 10%. The sorcerer must research a new spell for each different skill. No-one can benefit from more than one casting of this spell at a time.

Command the Weather

Power Threshold: 60

Element: Air

Range: Connection

Duration: Day

Area: Magical Modifier x 10 km radius around the Connection site

Resistance: No



"Goodbye, Nancy"

Common Components: A boiling or smoking cauldron. A fan.

Description: The caster controls the weather in the vicinity of the magical connection. The sorcerer may create any weather that is reasonable for both the location and the time of year. This spell may be used to create heat waves, clear skies, thunderstorms, blizzards, tornadoes, and even small hurricanes. However, this spell cannot cause snow in July in Nebraska, or produce hot and humid weather in Alaska in the winter. While this spell has vast destructive potential, it can't be controlled. If the spell is used to create a tornado, the tornado occurs somewhere within Magical Modifier x 10 km of the magical connection and acts as an ordinary tornado.

Touching the Collective Unconscious

Power Threshold: 90

Element: Air

Range: Self

Duration: Ritual

Area: Special

Resistance: No

Common Components: Scholarly books. Academic degrees. Graduation robes.

Description: The caster learns the answer to any question that has ever been known to a human being. This is a difficult spell, because the magician must create a new version of the spell for each question. However, once cast, the sorcerer could find out everything from the location of lost treasure to information about an unsolved crime. The knowledge is provided as a scattershot of images and sensory impressions that provide significant, but not exhaustive, information on the desired subject. In general, the spell provides no more information than could be typed on a single page in moderately large type. The spell only answers the question asked, and provides little or no additional information on related topics.

SPILLS OF EARTH

These spells may only be cast on a Thursday or Sunday.

Animate Object

Power Threshold: 20

Element: Earth

Range: Connection

Duration: Week or Day

Area: One target

Resistance: No

Common Components: Pictures of the object or device to be animated. A poster or still image from the film *The Sorcerer's Apprentice*.

Description: This spell imbues an object or device, up to the size of a large van or SUV, with temporary animation. A broom could sweep a floor, a car could drive itself, and a gun could hop around, aiming and firing on its own.

Alternately, the sorcerer can use this ritual to animate the entire contents of a single average-sized room. Used in this fashion, every object up to the size of a person is animated and can move on their own. Doors can unlock and open with sufficient force to harm someone, electronic devices can turn on or off and operate themselves, bottles

in the room can roll or hurl themselves across it, and every object and device can move on its own.

Either during the ritual or when in the presence of the animated object or location, the sorcerer can command the animated object or objects and they will obey to the best of their ability. These objects continue following the sorcerer's commands until either the sorcerer issues new commands or the spell ends. Single objects remain animated for one week; multiple objects, like the contents of a room, remain animated for one day.

Restoration

Power Threshold: 30

Element: Earth

Range: Present

Duration: Instant

Area: One target

Resistance: No

Common Components: Bandages that are applied to the target or to a doll representing the target. Taking a deformed or damaged wax doll that represents the target and making it whole

Description: This spell instantly heals all damage and injury to one target, even that caused by disease or poison. This spell cures the results of old injuries or congenital defects. A quadriplegic regains full mobility and sensation; lost limbs are regrown; scars are removed; and teeth with cavities are made whole. Any foreign objects in the target's body, whether bullet fragment or tooth fillings, are forced painlessly out of the body. This spell fully cures all conditions except old age and death.

The sorcerer can cast this spell on an object, in which case the object is fully repaired and looks like it was newly made. This spell can be used on any single object up to the size of a large van or SUV. This spell can make anything, from a wrecked car to an ancient and half-decayed manuscript that has been chewed by rats, as good as new.

Eternal Warding

Power Threshold: 40

Element: Earth

Range: Present

Duration: Permanent

Area: A location up to the size of a dwelling, business or other small building or office

Resistance: No

Common Components: Blood or gold leaf to draw sigils on the dwelling. A cage or box to place the object in.

Description: This spell creates a warding impenetrable to almost all sorcery. No Sorcery spell can cross or penetrate this warding. This spell blocks all spells that may be used to try to locate the warding or anything within it. No magical or summoned beings can enter the warded area without an invitation by someone within it. This ritual must be performed in the location to be warded, which can be as small as a closet or as large as a house or shop, but must be a location with obvious boundaries, like a room, shop space, or house. Casting this spell requires the caster to expend an additional two points of POW. This spell has no affect if the required POW is not spent.

Call the Land

Power Threshold: 50

Element: Earth

Range: Connection

Duration: Month or Permanent

Area: A radius of Magical Modifier x 100 yards

Resistance: No

Common Components: A map or drawing of the area. Figurines of some of the types of animals that live there. A crown, symbolizing the sovereignty of the primary caster over this land.

Description: The sorcerer awakens the land in an area around the magical connection. For the duration of this spell, the sorcerer can freely and easily communicate with any animal or plant in the area. The sorcerer can command these animals and plants. The sorcerer could order the animals and plants to assist her movements and the movements of her companions, making travel through the area as easy as travel along a well-paved road, regardless of the actual terrain. The sorcerer could order these plants and animals to hinder the progress of, or even attack, specific intruders or everyone except

the sorcerer her allies. Hindering movement means that tree roots and grasses snag the ankles or wheels of intruders, and branches shift slightly to block their path, reducing movement by 4/5 after any normal terrain modifiers.

When the terrain attacks intruders, everyone who is not in a sealed suit suffers 1D3 damage per hour from bites by insects and small animals, or scratching branches. Protective clothing and light armor suitable for travel in reduces this damage to 0-1 (1D2-1) damage per hour, while a sealed suit or heavy full body armor protects against this damage completely.

In a forest, any intruder who comes near a large tree is attacked by swinging branches that do 1D6 damage and have an attack chance of the spell's Magical Modifier x 5%.

Any large animals in the area attack the intruders. However, they are cautious and only attack if the intruders are poorly armed, or are distracted, busy, or otherwise unprepared for an attack. The animals treat intruders as dangerous rivals that they wish to kill or drive off, and are very determined in their efforts.

If the sorcerer spends 2 POW, the effects of this spell become permanent.

Summoning

Power Threshold: 60

Element: Earth

Range: Present or Connection

Area: Special

Duration: Day or Special

Resistance: Yes

Common Components: Images of gods, angels and demons, the name of the creature the sorcerer is attempting to summon, incense (for angels), burning sulfur (for demons) .

Description: This spell summons one of the Summoned Creatures from *Basic RolePlaying* (pp. 351-357). The sorcerer can summon an elemental or lesser demon and command it to serve for one full day. Lesser demons summoned via this spell never know spells. The sorcerer can use this spell to summon angels or greater demons, but the sorcerer cannot control or command these beings. The sorcerer can bargain with greater demon; angels typically do

not bargain, but may aid a just and moral sorcerer who has an excellent reason for summoning an angel. Sorcerers who summon demons, even lesser demons, are rarely considered to be good by angels.

Angels and greater demons always appear before the summoner. However, at the sorcerer's discretion, elementals or lesser demons can appear either in front of them, or at a location associated with a magical connection. In all cases, elementals can only be summoned in a location that already contains a significant quantity of the desired element, like an open window, a bathtub full of water, a roaring fire, or the presence of stone or dirt.

Restore Life

Power Threshold: 90

Element: Earth

Range: Present

Duration: Instant

Area: One target

Resistance: No

Common Components: Writing the word "Life" on the forehead of the corpse. Removing the corpse from a coffin. Breathing into the mouth of the corpse. Reading a creation myth.

Description: This spell has all the effects of the spell Restore the Body, but can even raise the dead. This spell restores a body to full life and health. The corpse can have been dead no more than a month, but does not have to be fully intact. This spell will bring both humans or animals back to life. Casting this spell costs the sorcerer one point of POW. By spending one point of POW, the sorcerer can reduce the target's age to that of a young adult. By spending two points of POW, one casting of this spell can both raise the dead and rejuvenate the body.

Spells of Fire

These spells may only be cast on a Tuesday or Sunday.

Touch of Flame

Power Threshold: 20

Element: Fire

Enlightened Magic

Range: Connection

Duration: Instant

Area: One small object

Resistance: No

Common Components: Lighting a fire and burning the magical connection to the target.

Description: This spell causes a fire the size of a large kitchen grease fire or a Molotov cocktail to start in the vicinity of a specified person or place. This fire initially causes 1D6 damage per round and spreads like any other fire. The caster must have a magical connection to the target. The spell only works if there is flammable material in the vicinity of the target. Initially, this fire can be put out with some effort, but in the right environment it can spread quite rapidly. This spell cannot be used to directly ignite living beings, but living beings can be burned by the fire this spell creates.

Distant Death

Power Threshold: 30

Element: Fire

Range: Connection

Duration: Instant

Area: One target

Resistance: No

Common Components: Stabbing or destroying an image of the target

Description: The target of this spell suffers a life-threatening injury, such as a stroke, heart attack, aneurism, or some similar condition. This spell strikes instantly and even affects targets who are unlikely to suffer from that particular medical problem. The target must roll under her CON x 3 or die instantly. Targets who fail this roll can only be saved by magic or if medical personnel arrive within 5 minutes of the spell being cast.

If the target succeeds in the CON x 3 roll they survive, but lose a number of CON points equal to the sorcerer's Magical Modifier (to a minimum of CON 1). If the target seeks medical treatment, they regain one point of CON per month until all have been recovered. This reduction in CON temporarily reduces the target's hit points.

This spell ignores all non-magical armor and protections. All magical protection functions nor-



Selena and Clarissa exact vengeance with Distant Death.

mally when blocking the damage caused by this spell. If the Casual Magic spell *Interference* is cast the first round that the pain of the spell is felt, the spell is immediately canceled.

This spell can be used on objects. Used in this fashion, it immediately causes the object or device to become visibly damaged and completely non-functional. The device can be repaired, but these repair attempts require a Difficult Repair roll, since the damage is both severe and fairly subtle.

Charismatic Presence

Power Threshold: 40

Element: Fire

Range: Present

Duration: Day

Area: One target

Resistance: No

Common Components: A photograph of someone very charismatic. Dressing a doll representing the target in fancy cloths.

Description: The target of this spell radiates an overwhelming aura of charisma. Everyone looks upon the target with favor and is inclined to like and agree with them. People who talk with the target about important issues often end up changing their opinions and agreeing with the target. For some, talking with the target is almost a religious experience. Others may become infatuated with the target. No one can attempt to harm the target, unless the target physically attacks someone or threatens someone with physical violence within the attacker's sight.

Targets of this spell are often followed by animals and small children. Troubled people seek the target out. Characters under the influence of this spell are extremely noticeable and may not successfully hide while the spell is in effect. This spell adds Magical Modifier x 10% to all of the target's communication skills for the duration of the spell.

Blessing of Mars

Power Threshold: 50

Element: Fire

Range: Present

Duration: Week

Area: Circle

Resistance: No

Common Components: Images of war and battle. Weapons. Martial music.

Description: Everyone in the circle becomes a superb warrior. For the next day, everyone affected by this spell gains Magical Modifier x 5% to all combat skills. The the damage done by all weapons they use is increased by the following amount:

Magical Modifier	Additional Damage
8-9	+1D8
10-11	+1D10
12-13	+1D12
14-15	+2D6
16-18	+2D8
19-20	+2D10

Flash of Inspiration

Power Threshold: 60

Element: Fire

Range: Connection

Duration: Instant

Area: One target

Resistance: No

Common Components: Lighting fireworks. Setting off flash paper or a strobe-light.

Description: This spell fills the target with a sudden flash of seemingly divine inspiration and understanding. This revelation always concerns something important to the target and has many of the qualities of a religious experience. Insights produced by this spell may be revelations about the target's own character and actions, or a sudden understanding of some external situation. The target may realize that some deeply held belief is in conflict with the rest of the their moral system, instantly understand some previously elusive concept, or suddenly perceive that a series of seemingly unrelated events are actually evidence of a dire plot. Revelations of this type never give useless or false insights.

These revelations can occasionally be life-shattering to deeply repressed, non-introspective people. However, the revelation alone never causes insanity or mental damage.

The caster has no control over the content of the revelation. Some sorcerers regularly cast this spell on themselves to gain greater insight in the mysteries of life. Due to the strenuous nature of this spell, it may be cast no more often than once a week on a single target. Casting it more often results in the target's unconscious mind being overcome by the stress of the procedure. Instead of receiving any inspiration, the target falls unconscious and wakes up with a severe headache.

Spontaneous Combustion

Power Threshold: 90

Element: Fire

Range: Connection

Duration: Instant

Area: One target

Resistance: Yes

Common Components: Burning a small doll, model, or photograph of the target to ashes

Description: This spell causes a chosen target to spontaneously combust. The target burns to a fine dusting of ash in approximately one minute. This spell can be using on living targets, objects no larger than a van or SUV, and even on the non-living contents of a single average-sized room. In the last case, the room is itself slightly scorched, while all of the contents are reduced to ash.

Unless the target is in direct contact with highly flammable material, this fire is very unlikely to spread beyond the victim. However, only magic or immediate, total immersion in water can prevent the target's destruction. If the Casual Magic spell *Interference* is cast the first round that the heat of the spell is felt, the spell is immediately canceled. Failure to successfully cast *Interference* on the first try is usually fatal. Objects become warm and smolder slightly before the spell begins to damage them, and can also be protected by means of the *Interference* spell.

Spells of Water

These spells may only be cast on a Friday or Sunday

Undetectability

Power Threshold: 20

Element: Water

Range: Present

Duration: Day

Area: One target

Resistance: No

Common Components: Wrapping the target, or a doll representing the target, in white gauze. Hiding a doll representing the target in a closed box. Blind-folding everyone inside the magic circle except the target.

Description: The target of this spell becomes effectively invisible for the duration of the spell. This spell renders the target wholly unnoticeable, rather than transparent, so the target will not be noticed by either people or electronic devices. Someone under the influence of this spell will not set off electronic alarms, and security cameras will record only brief bursts of static instead of their image. Anyone watching monitors that display this static fails to notice it. This spell ends when a day has passed, or when the target acts in a way that deliberately attracts attention. In general, any act that causes a loud noise or similar disturbance, or that poses a direct physical threat to someone, ends this spell.

The Wild Hunt

Power Threshold: 30

Element: Water

Range: Connection

Duration: Day (This spell may only be cast at night)

Area: A number of targets equal to the spell's Magical Modifier

Resistance: Yes

Common Components: "Wild-sounding" music. Reading a short horror story. Writing the word "Fear" on a doll representing the target. Gluing a

small figurine of a monster on the back of a doll representing the target.

Description: The target becomes convinced that they are being pursued by horrible, terrifying monsters. The spell may only be cast at night and lasts until sunrise. Targets of this spell see shapes and shadows out of the corners of their eyes, convincing them that every passing moment draws their pursuers ever closer. Targets who spend the whole night fleeing blindly survive exhausted but unharmed (unless they come to harm during their flight). Targets who are restrained or confined may attempt suicide or go permanently insane unless sedated. The sorcerer must have a separate magical connection to each target of this spell.

Flow Through Obstacles

Power Threshold: 40

Element: Water

Range: Present

Duration: Day

Area: One target

Resistance: No

Common Components: A key in a lock. A set of prop handcuffs of the sort used by magicians. An image of an open door.

Description: For the duration of the spell, locks and other barriers cannot restrain the target. The target can open any lock with a touch. In additions to doors, this spell affects the starters of cars, handcuffs, and all other locks and similar barriers. These locks open as if they had been opened by someone authorized to open them, so alarm systems are automatically disarmed. However, cameras and observers can still notice the target's passage.

Erase Memory

Power Threshold: 50

Element: Water

Range: Connection

Duration: Instant

Area: Group

Resistance: No

Common Components: Writing the fact to be forgotten on a chalkboard and erasing it. A picture of the target's head with a hole cut into it.

Description: The caster can influence the behavior of a relatively small, clearly-defined group of people. This group must be composed of people who are connected in some obvious way, and can consist of no more than one hundred people. This spell causes the targets to permanently forget a single fact or incident. All targets forget the same fact, and this fact cannot be something that is part of any of their core identity, such as their name or that they have been married for many years. This spell can cause the targets to forget anything: what they observed on Thursday the 11th; a particular case that a police department is working on; all knowledge of an acquaintance, casual friend, or co-worker; an important job all of the targets were supposed to perform. This memory is entirely gone and will never return on its own. However, if someone who does remember the incident spends at least an hour attempting to help the target remember, the target's memories gradually return, but remain fuzzy and indistinct.

Influence Local Events

Power Threshold: 70

Element: Water

Range: Connection

Duration: Instant or Month

Area: Group

Resistance: No

Common Components: A poster that depicts (in pictures and words) the desired change. A photograph or a symbol of the group to be affected by this ritual.

Description: The caster can influence the behavior of a moderately sized, clearly-defined group of people. This group must be composed of people who are connected in some obvious way, and may consist of no more than one or two thousand people. All members of a local Teamster's union, all police officers in a city, or everyone who lives or works in a certain building are all examples of acceptable groups. This spell allows the caster to change a single attitude, action, or behavior of the group. Everyone who works in a given office building could all

Enlightened Magic

decide to spend an extra 15 minutes eating lunch one day. All air-traffic controllers monitoring the airspace over Denver could become more tense and irritable. This action or behavior must be within the bounds of socially acceptable behavior for the members of the group. All continuing actions or attitudes, such as increased irritability, are relatively minor and last no longer than a month. In all cases, the effects of this spell are most easily observed statistically.

This spell will not convince cheerful people to be irritable or determined people to change their vote. Instead, more people will be irritable, and undecided individuals will tend to vote a certain way. The spell won't cause violence or illegal behavior unless the group in question regularly engages in such behavior. The caster must have some magical connection to the group in question.

Influence Global Events

Power Threshold: 90

Element: Water

Range: Connection

Duration: Instant or Week

Area: Group

Resistance: No

Common Components: A photograph of the city or nation where the targets of the ritual live. A poster that depicts (in pictures and words) the desired change.

Description: The caster can slightly influence the behavior of large groups of people, up to the population of a large city, small US state, or even on the population of an entire small nation. This spell is identical in its effects to the spell Influence Local Events. The only difference is that the spell can be used to affect much larger groups. This spell be used to change the outcome of a large popular decision like an election, but only if there is a substantial number of undecided voters.

Some paranoid magicians believe that versions of this spell regularly influence most elections and other important social trends. Others believe that since many factions and magical groups have such radically different goals, the casting of multiple spells on the same population for opposing purposes cancel each other out. All effects of this spell disappear after one week.



Did sufi mystics help create the Arab Spring?

PUTTING IT ALL TOGETHER: AN EXAMPLE OF HIGH MAGIC

A group of sorcerers need to travel rapidly and discreetly from New York to London. This group has a key from an abandoned London tenement that they will use as a magical connection to it. One member of the group has a copy of an old grimoire that contains a copy of the spell *Opening the Airy Door*. The most skilled sorcerer in the group has a High Magic skill of 50%, which is enough to understand and cast this spell. This sorcerer studies the spell and successfully makes a High Magic roll. She now understands the ritual well enough to cast it. The ritual requires the skin of a white dove. One of the sorcerers goes to a late-night pet store and purchases a white dove, kills it, and skins it. The grimoire states that the ritual must be performed in front of a doorway. The other requirements for the ritual are unexceptional. The Astrological Day and Season bonuses cancel each other out. +5% is added from the use of the skin of the bird (representing travel) to hold the magical connection, so a total of +5% is added to this roll.

Once all preparations are complete, the sorcerers gather in the ritual space. The primary caster has a POW of 17, and each of the three other sorcerers has a POW of 16. So, the total POW available for the spell is 35, which when the +5 bonus from the bird skin is added gives the necessary Threshold of 40.

The sorcerers cast the circle, call the four quarters, wrap the tenement key in the dove's skin, and nail the skin onto the lintel of the doorway at the edge of the circle. The primary caster must roll a 55% or less. She rolls a 48; the roll succeeds and the spell is successfully cast. Each member of the group spends two power points, for a total of eight power points, which is more than two needed to cast the spell. At this point, the air in the doorway shimmers and a rectangular blue outline appears. The entire group steps through this doorway and is now standing outside of the tenement in London. The ritual ends and the doorway closes when the primary caster goes through the doorway.

CREATING NEW SORCERY SPELLS

The spells listed above should merely be taken as examples of the multitude of possible spells that can be created using this system. Creating a spell under this system is an exceedingly idiosyncratic process, so detailed guidelines are not possible. However, there is a general format that should be followed when creating any new sorcery spell. The player and the gamemaster must work together when designing a new spell. Before attempting to create a new spell the player and the gamemaster should both carefully read the sorcery rules and spell descriptions. At this point, both should consider the following points.

Step 1: What do you want the spell to do? Write down a description of what the spell is intended to do; be as detailed as possible, but don't include any mechanics.

Step 2: Determine the elemental association of the spell. All sorcery spells have a specific elemental association. Read the description of the various elements on page XX of this book.

Step 3: Determine the circle of the spell. All sorcery spells belong to one of the three circles of magic. Read the descriptions of the limits of the three circles of sorcery carefully. These descriptions are at the beginning of each of the sections on the three circles of sorcery, on pages XX, XX, and XX.

In general, if the spell has no direct physical effects and only affects the vicinity of the caster it is a First Circle spell. If the spell only affects the physical world in subtle ways it is a most likely a Second Circle spell, and if the spell causes obvious impossible things to happen, or affects more than a small number of individuals, it is a Third Circle spell.

Note to Gamemasters: If the spell being designed feels extremely powerful to you, it is probably a Third Circle spell. If the spell being designed is more powerful than the higher-level Third Circle spells listed in the grimoire, then it is probably too powerful for your campaign and it should be disallowed. There are limits even to Third Circle magic; even Sorcery cannot stop time or destroy all life in a city.

If the spell is a Third Circle Sorcery spell, you must determine its threshold level. The more powerful and flashy the spell, the higher the threshold level. Use the existing spells as a guide. No spell that directly influences a large group of people in any way should have a threshold level of less than 50%.

Step 4: Determine the exact mechanics of the spell. In addition to carefully reading the existing spells there are a few general guidelines for writing mechanics. Many spells directly modify skill or characteristic rolls.

First and Second Circle spells that modify characteristic or skill rolls usually add or subtract the spell's Magical Modifier x 5% if the bonus or penalty lasts for some time. If the spell only affects a single roll, then this bonus can rise to the spell's Magical Modifier x 10%. This modifier can only affect rolls of a single skill or characteristic. No Second Circle spell that affects characteristic or skill rolls can last longer than one day. Third Circle Spells can affect several skills at once and can raise or lower rolls more and for longer. Further tips on mechanics can be gained from a careful reading of the previously mentioned sections on the limits of each Circle of Sorcery.

Step 5: If the spell is a ritual, determine what components are being used in the spell. See the section of spell components on pp. XX-XX and the section of the laws of magic on pp. XX-XX. For further inspiration, borrow ideas from fantasy and horror novels, actual books on the occult, movies, TV, or any other sources that are interesting and evocative. These spell components are an important part of the ritual, and should be chosen with consideration to the tastes and personal style of the character who is designing the ritual.

Once both player and gamemaster have agreed on the parameters of the spell, it is ready to cast. Remember, once the spell has been successfully created, it may be used as often as desired. In time, enlightened sorcerers develop their own personal grimoire of spells and in doing so become even more individual and alive.

USING GRIMOIRES

A grimoire is a book containing descriptions of magical rituals. Most sorcerers keep their own grimoires, where they keep records of the spells they have created. Sorcerers may cast spells for healing, prosperity, or protection fairly frequently. Having a written version of such a spell saves the time and effort needed to design it again.

Many ancient grimoires merely save sorcerers from the trouble of having to design their own rituals. However, the best ancient and valuable grimoires do more than simply save time. The spells recorded in these exceptional grimoires are often the best and most powerful spells of their day. As such, they can be treated as the results of a Critical Success when designing the spell. A few spells in such grimoires are even more exceptional. The authors of the finest grimoires were extremely skilled sorcerers, and their spells can have exceptional power. In addition to doubling some important spell parameter, the most exceptional spells in a grimoire have other advantages, such as reducing the Threshold of a High Magic spell by 10 or even 20.

However, to gain these bonuses the caster must follow the spell exactly, including using all necessary tool and components. Many of these spells have very odd requirements. The bones from a black cat, a mirror made of pure gold, the skin of a black ram, or candles made from the fat of a hanged murderer are all possible components of some of the most powerful ancient rituals.

The first time a sorcerer casts any spell from a grimoire they did not write, they must make a successful Ritual Magic or High Magic roll to fully understand the spell. If this roll succeeds, the sorcerer may attempt to cast the spell. If the roll fails, the sorcerer must seek assistance to understand the spell. Once a sorcerer has successfully cast a spell, they fully understand it and need no further assistance.

VIRTUAL SORCERY

Virtual sorcery is a Second or Third Circle ritual where the various participants communicate via computer or smartphone rather than being all physically present in the same circle. There are several differences between virtual sorcery and traditional Sorcery.

- All participants in virtual sorcery must be trained sorcerers. Unenlightened assistants may not assist in casting virtual sorcery.
- All participants in a virtual sorcery must have a Technical (computer use) skill of at least 30%.
- All participants in a virtual sorcery must be connected via a real-time computer or phone connection. This connection can be chat based or it can use microphones and webcams. Virtual sorcery may not be cast using email, texting or other non-immediate connections.
- When casting virtual sorcery, the sorcerer acting as the leader or primary caster must have all magical connections being used in her physical possession. Electronic connections can be magical connections for normal sorcery; an open phone line or other direct electronic connection to the target or target location of the ritual acts as a suitable magical connection.

Enlightened Alchemy

For most people, the word alchemy conjures up visions of ancient tomes and dusty laboratories; eccentric, half-mad scholars mixing potions to turn lead into gold; or scientists who were unfortunate enough to live before modern chemistry was developed. In reality, alchemy is a philosophical and magical system rooted in the sacred crafts of ancient Egypt, enriched by both pagan and early Christian thought, and practiced in the modern day. Alchemy teaches that transformations in the physical world are mirrored in the human soul, and vice versa.

Metaphor is the key to alchemical thought. Ideas like purification, transformation, growth and decay have a universal value, though they may take place in minerals, plants, animals, the human body, soul, or spirit. When we use expressions like *coming through the fire* or *being cleansed*, or speak of an experience as a *crucible* or as *reducing something to its essence*, we are speaking as alchemists. Their symbolic language both taught alchemists how to see occult meanings in physical events, and protected ideas of financial or mystical value from people who would destroy them.

In a setting where enlightened magic works alchemy, along with sorcery, is one of the two great paths to mystical knowledge. Alchemists may be found in the sciences, the arts, and the occult community. By nature alchemy is a somewhat solitary path, in large part because, unlike sorcerers, alchemists cannot work in groups. Most alchemists learn their craft from a teacher or mentor, but few alchemists form larger groups or organizations.

Alchemical effects are called *procedures*. Enlightened alchemy is divided into three circles of increasing power. Each circle is a separate skill. All three circles of alchemy have Threshold levels, but unlike the Power Threshold for High Magic sorcery, these Thresholds only apply to the alche-

mist's skill; alchemical procedures have no minimum POW requirements.

First Circle: Alchemy of the Black Stone

Alchemy of the Black Stone can only affect the material world. A powder of *Fires Of Obliteration* may be applied to a mechanical device to cause it to malfunction, a *Draught Of Healing* may be applied to someone who is ill to cure their sickness, and a powder of *Alteration* can be used to modify the appearance of a physical object. This type of alchemy cannot be used to directly affect emotions, perceptions, thoughts, or any other quality that is not purely physical.

Some alchemists consider this circle of alchemy to be dull and base for this reason. However, alchemy of the Black Stone can be used to produce a variety of effects that are beyond the scope of any other type of magic. One of the most well known of these effects is the transformation of lead into gold.

The primary limit Black Stone alchemy is that the most impressive effects can only be accomplished within the alchemist's laboratory. Alchemists of the First Circle can manufacture alchemical substances that can be applied to a target to create a wide variety of effects. However, these effects are significantly more limited than those produced when the target is actually in the alchemist's laboratory.

Procedures that transform the target's essential nature may only be performed within the alchemist's laboratory. Healing a wound or to causing a machine to malfunction are ephemeral transformations that do not change the target's essential nature. A wounded human is still a human; a broken automobile is still an automobile. However, procedures like changing lead into gold actu-

ally transforms the target into something entirely different. These radical transformations may only be produced by subjecting the target to lengthy procedures in the alchemist's laboratory.

Second Circle: Alchemy of the White Stone

Alchemy of the White Stone involves creating art that transforms the people who are exposed to it. This art may take many forms: books, paintings, music, advertising logos, films, plays, photographs, dance, jewelry, monumental sculpture, embroidery, and all other types of art or performance are possible mediums for this type of alchemy. Obviously, some such arts will be more suited to some uses than others, but all possible alchemical procedures can be produced using any artistic medium.

The only limit on the art is that it much actually be produced by the alchemist. All of alchemical works must be produced by hand. Stories or books must be hand written, photographs must be taken by the alchemist and hand developed and printed, sheet music must be written by the alchemist and performed live.

Only the actual art produced by the alchemist produces the desired effects. Recordings and reproductions of alchemical works of art or performance may be excellent and affecting works of art, but they never contain any of the original work's alchemical power.

Alchemy of the White Stone can only be used to affect the emotions, thoughts, and perceptions of living creatures who see, hear, or otherwise experience it. This type of Alchemy may not be used to affect the physical world in any way, and the target must be able to perceive the work. The magical properties of a work of alchemical art persist for several days, unless the alchemist imbues a fragment of their soul into the art by spending POW to enchant it. These enchanted works of art become permanent vessels of magical power.

Third Circle: Alchemy of the Philosopher's Stone

Alchemy of the Philosopher's Stone involves performing procedures of great spiritual and transformational power. This type of alchemy involves direct manipulation of the spirit. These changes are produced through intensive meditation, combined with special exercises and diets on the part of the alchemist. At the end of the period of meditation,

which may last as long as a week of near constant effort, the alchemist has internalized the transformation and is able to either utilize the transformation for a set period of time, or to bestow the transformation on a single target.

All Third Circle effects that can be used on others require that the alchemist touch or gain eye contact with the target. Philosopher's Stone effects are extremely powerful and should be used with care. An alchemist trained in their use can change someone's entire world-view, alter their loyalties, or even blast their mind into madness with a single glance.

Obviously, these effects are extremely powerful. The primary limitation on Third Circle alchemy is time. All effects must be prepared in advance and all effects designed to affect another individual can be used only once. To produce an alchemical effect of the Third Circle the character must meditate and prepare for every waking hour for a period ranging from a full day to an entire week. This preparation may not be interrupted except to eat and sleep.

The procedures of Third Circle alchemy are difficult to learn. If the alchemist does not want to spend as much as a week in meditation and spiritual questing, they must either learn the desired procedure from a teacher, or read a book on Third Circle Alchemy that is both a book of instruction and an work of Second Circle Alchemy. Copied or printed version will not do; only a hand written book produced by a Third Circle alchemist contains the necessary information. Third Circle alchemists do not advertise, and the few books that exist are either lost or owned by individuals who know their worth. Simply finding a way for the characters to learn Third Circle Alchemy should provide many adventures in itself.

ENCHANTING ALCHEMY

By spending POW, alchemists can create permanent enchantments using alchemy. The alchemist must design a procedure that is specifically created to be enchanted. Magical season and day bonuses are calculated when the item is created. The day and season when it is used has no effect.

The alchemist must correctly perform the procedure and, after it is complete, spend 1 POW for First or Second Circle Procedures, 2 POW for Third Circle procedures. If the procedure fails,

then the enchantment also fails, but the alchemist spends no POW. However, a Fumble on the roll to perform the procedure means that the alchemist loses 1 POW, regardless of the enchantment being performed.

ENCHANTING FIRST CIRCLE ALCHEMY

An Athanor can be enchanted so that it can be used by the un-enlightened to produce a single alchemical product. The alchemist must design and perform a procedure of First Circle alchemy that is specifically designed to be enchanted, and spend 1 POW to enchant their Athanor. Anyone can now use this Athanor to perform this specific alchemical procedure. The user must understand how to physically use the Athanor, but need not be enlightened and does not have to spend any power points.

There are several limitations on this enchantment. The first is that this enchanted Athanor requires one full day to produce the alchemical material or laboratory procedure (reduce this time to one hour if using the "Upping the Power" rules on p. XX). The procedure has the same POW as it did when the alchemist performed the enchantment. Finally, even if the procedure could normally produce multiple doses of an alchemical material, an enchanted Athanor can only produce one dose at a time.

Enchanting an Athanor in this way renders it useless for performing any procedure other than the enchanted one. After an alchemist has enchanted their Athanor, they need to create another one.

ENCHANTING SECOND CIRCLE ALCHEMY

Alchemists can spend 1 POW when creating an alchemical work of art to permanently enchant it. The work retains its alchemical power indefinitely. As long as the work of art remains intact, everyone exposed to it is affected by the alchemical procedure. However, alchemists can only enchant a physical work of art, like a painting, sculpture, or a single copy of a poem or novel. Alchemists cannot enchant works like music, which must be per-

formed; but they can enchant the sheet music for such a work, allowing anyone who performs it to produce the procedure, even if the performer is not enlightened.

ENCHANTING THIRD CIRCLE ALCHEMY

By enchanting Third Circle alchemy, enlightened alchemists can literally enchant their own spirits. To accomplish this, the alchemist must design a Third Circle alchemical procedure that is specifically created to be enchanted. Once all rolls have been successfully made, the alchemist spends 2 POW to enchant this procedure into their spirit. At this point, the alchemist may produce this affect at any time simply by meditating for five full rounds (one minute) and spending two power points.

THE RULES FOR ENLIGHTENED ALCHEMY

The alchemical procedures described below closely follow the hermetic maxim, "As above, so below." Each First Circle Alchemical procedure has a similar and related procedure that is identical in Element and Threshold in the Second and Third Circle. All three of these procedures are related, and have the same underlying concept. While a First Circle healing procedure might heal the physical body, the Second Circle version heals minds, and the Third Circle version transcends time and allows the alchemist to "heal" mistakes. These three procedures are all different in detail and focus, but they all involve healing, and their element and thresholds are identical. When creating new alchemical procedures it is recommended that the new procedure be based around a concept that can be expanded to include procedures for all three Circles of Alchemy.

THE FIRST CIRCLE: THE BLACK STONE

The Limits of First Circle Alchemy

- First Circle Alchemical procedures and materials can only transform and manipulate physical objects and the bodies of living creatures. Perception, minds, emotions, spirits and other

intangibles cannot be directly affected or manipulated by First Circle Alchemy.

- First Circle Alchemy involves manipulating the physical world using special magical materials and procedures. All of these alchemical materials must physically contact their intended targets to be effective.
- The practice of First Circle Alchemy requires that the alchemist have an alchemical laboratory. Since the transformations produced in the laboratory are mystical as well as physical transformations, the exact nature of the laboratory is rather variable.

The Laboratory

The heart of an alchemist's laboratory is their *Ath-anor*, the alchemical furnace. The athanor must be an object, within which objects are physically transformed. Ovens, automatic bread-makers, pottery kilns, particle accelerators, electroplating tanks, chemistry labs, and liquor or perfume distillation equipment are all examples of possible athanors. Alchemists may only have a single functioning athanor at a time. This limitation means that alchemists may only have a single procedure going on at any given time. athanors are deeply personal; one alchemist cannot easily use another alchemist's Athanor.

The only exception is if two alchemists perform First Circle alchemy in the same way. *For example, two alchemists who both perform alchemy via baking can use each others' alchemical ovens.* Even in this case, the alchemist borrowing the athanor must spend a full day working with and personalizing it for their own use. The original owner would need to spend another full day to be able to re-attune the athanor again. Similarly, when an alchemist is assembling the equipment they need in their laboratory, preparing the athanor requires one day of work. After this preparation is complete, it is ready to use.

The classical athanor consisted of an egg-shaped brick furnace. While a number of alchemists still use traditional athanors, the vast variety of materials and products available in the modern day has convinced many alchemists to abandon tradition and create less usual athanors.

The athanor, in combination with a wide variety of vessels, instruments, tools, and materials come together to form a complete alchemical laboratory. The exact nature of this laboratory cannot

be described, because it is so variable. In a sense, the rest of the equipment in the laboratory is designed to compliment and work with the athanor to produce the desired transformations.

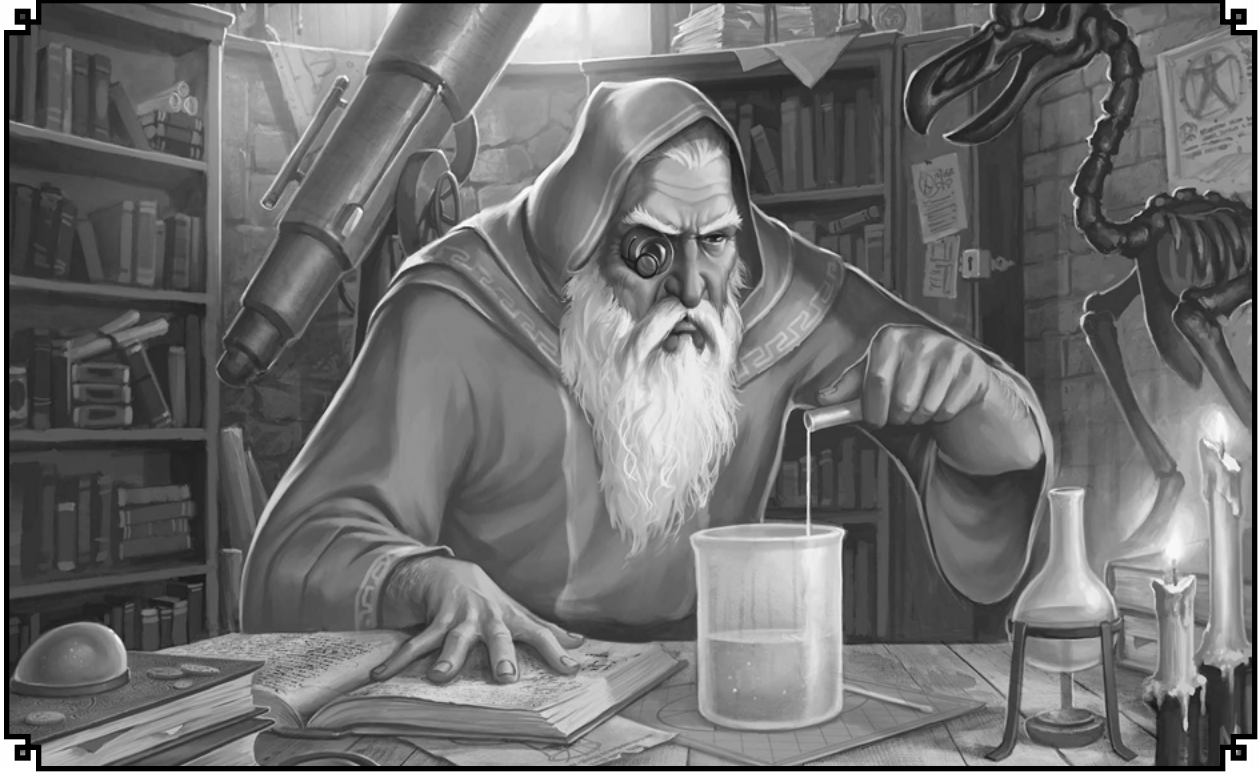
An alchemist who works as a nuclear physicist, and who uses a particle accelerator as her athanor would need a full nuclear physics laboratory to work the desired transformations. In contrast, an alchemist who used a baking oven as his athanor might use a well equipped gourmet kitchen as the laboratory.

However, many alchemists still use traditional methods, and have laboratories that consist of the typical retorts, bottles of reagents, glass tubes, and Pyrex beakers of a modern chemical laboratory. All of the laboratories mentioned function equally well, and the only factors for deciding which type to choose are those of familiarity, finances, and comfort.

Alchemical procedures require between one day and one week to complete. These procedures do not demand the presence of the alchemist except for one hour at the beginning of the procedure and one hour at the end. The rest of the time the procedure merely "cooks" and may be safely ignored. However, as was mentioned above, since the athanor is a symbolic representation of the alchemist, no alchemist can have more than a single athanor functioning at once. A single alchemist may not have more than one procedure "cooking" at any given time. If an athanor is disturbed or damaged while a procedure is "cooking", the procedure is ruined.

Once an alchemist has acquired a laboratory, First Circle effects can be produced in one of two ways. Either the target of the procedure is brought into the alchemist's laboratory and subjected to a variety of chemical and mystical procedures designed to transform it into the desired form, or the alchemist prepares a substance in the laboratory that produces the desired changes when applied to the target. Transformations produced by actually taking the subject into the laboratory are significantly greater than those produced by merely applying an alchemical preparation to the subject. Permanently transforming the nature of a target requires that it be brought into the laboratory.

All First Circle alchemical materials can be produced in a wide variety of forms. Depending on the type of laboratory and the desires of the alchemist, a material designed to help speed the heal-



An alchemist diligently works in his laboratory

ing of injuries can be produced as a draught that the subject drinks, a salve or powder to be applied to the wound, a small cake or wafer that is eaten, or even a gas or scent that is inhaled. The exact form of the material neither aids nor hinders its effectiveness. However, Black Stone Alchemy is the alchemy of the physical world; to be effective all alchemical materials must physically contact their intended target

The only rule when creating alchemical materials is that the material must be consistent with the form of the laboratory. Materials made in a fancy kitchen would take the form of food, materials made in a traditional alchemical laboratory tend to be oddly colored powders and murky liquids, while materials made in a cyclotron are usually exotic elements with unusual properties.

The laboratory, whatever its form, is a space where matter is transformed both physically and spiritually. Creating a material like a *Draught of Healing* in bread form might involve making a loaf of special bread, where the ingredients combine in such a way that the living yeast is coaxed into producing a special residue that contains the essence of life. This essence is then baked into an especially nutritious cake that serves to supply the target's body with the proper balance of nutrients

to aid the healing process. In a more traditional alchemist's laboratory, the same Draught of Healing might be produced by burning organic material and the repeatedly distilling and refining it to isolate the "spark of life" as a crumbly powder suspended in a red liquid.

PERFORMING BLACK STONE ALCHEMY

Creating and performing First Circle alchemy contains the following three steps:

Designing the Procedure

Unless the alchemist is using an alchemical grimoire or has been taught the procedure by another alchemist, they must first create the alchemical procedure. Designing an alchemical procedure requires both time and information. Occult books, herbals, chemistry texts, astrological charts, and books of myth are all frequently used during this process. Designing the process requires 2D6 hours. After this time, the alchemist must make a Black Stone alchemy roll.

Effects: The following are the results for different degrees of success.

FUMBLE: the alchemist designing the procedure has unknowingly created an alchemical procedure that produces a material having the opposite effect of the desired procedure. A *Draught of Healing* might instead poison the one who drinks it. Another alchemist who reads the planned ritual could tell that the procedure was flawed if this alchemist makes a successful Black Stone Alchemy roll.

FAILURE: The attempt to design the procedure fails, but the alchemist may freely and without penalty make another attempt to design it.

SUCCESS: The alchemist successfully designs the desired procedure.

SPECIAL SUCCESS: The alchemical procedure is exceptionally easy to perform; add +10% to the roll when performing this procedure. The procedure gains this bonus any time it is used.

CRITICAL SUCCESS: The procedure was designed exceptionally well. In addition to the +10% to the roll, add +10 to the POW of the procedure. Once designed, this procedure has these parameters any time it is used. A critical success allows the alchemist to immediately make an experience roll in the technique being used, in addition to any normal experience rolls.

Performing the Procedure

Once they have designed the procedure, the alchemist must implement it. To perform the procedure the alchemist must have access to their laboratory and their athanor. Black Stone alchemical procedures take between one day and one week to complete. See the descriptions of the procedures listed on pages XX-XX for further information. To successfully create the desired alchemical material the alchemist must roll their Black Stone alchemy skill and spend a power point.

Effects: The following are the results for different degrees of success.

FUMBLE: The alchemical procedure takes the listed amount of time to complete; however, it produces a substance that looks to be the desired material, but is useless. All materials involved in the process are wasted and may not be reused.

FAILURE: The procedure fails, taking one full day of the alchemist's time. The alchemist may

retry this procedure without penalty. All components required for the procedure may be re-used

SUCCESS: The alchemist successfully creates the desired procedure.

SPECIAL SUCCESS: Performing the procedure does not require the alchemist to spend a power point.

CRITICAL SUCCESS: Double some important parameter for the procedure. Most often, either the procedure's duration or magical modifier is doubled.

Using the Procedure

If the target of the procedure was in the laboratory when the procedure was performed, they are affected by the procedure immediately after the alchemist successfully completes the procedure. If the goal of the alchemical procedure was to create a material that could be applied to a target outside the laboratory, then the material must then be applied to the target. No further alchemy rolls are needed to use the material. In fact, the material can be used by an ordinary mortal. The only rolls which might be necessary to successfully use an alchemical material are any Sleight of Hand, Fast Talk or other, similar rolls required to allow the user to place the material on the target. The alchemical material must be applied directly to the target for the material to have the desired effect.

Creating Multiple Doses

Some First Circle alchemical procedures allow the alchemist to produce more than one "dose" of alchemical material. Each dose or other sample of the material after the first that the alchemist produces reduces the alchemist's skill by 20% for purposes of making the Alchemy roll to successfully perform this procedure. If an alchemist with a Black Stone alchemy skill of 70% wished to produce 3 doses of a material, their effective skill would be 30%.

Using Special Alchemical Materials

Often, alchemists wish to improve the reliability of their procedures. Many alchemists search for and use special materials for use in their procedures. A flawless ruby; a mandrake root grown on the grave of a murderer; a four leaf clover; or a Toadstone, the legendary jewel that toads are supposed to keep

in their heads; are all traditional examples of such materials.

The types of materials that are useful to a particular alchemist depend on the how the alchemist practices their alchemy. Exotic herbs and plant products would be useful to an alchemist who works as a traditional herbalist or a cook. On the other hand, samples of unusual meteorites or new chemical compounds would be more useful to an alchemist who worked as a chemist. The player and the game master should discuss the types of special materials useful to the alchemist. Each separate material only gives bonuses for procedures associated with a single element. A successful First Circle roll allows the alchemist to determine what particular materials will be useful in the procedure being performed.

Each special material used in an alchemical procedure adds between +5% and +20% to the alchemy roll and a like amount to the total POW of the procedure. The problem for the alchemist is to acquire such materials. By definition, these materials are rare and difficult to obtain. Acquiring them should require some significant effort. In some cases, the material will be exceedingly difficult to locate, and the alchemist must spend several days, or even weeks, searching for it. In other cases, the material will be expensive and the alchemist will have to spend significant amounts of money to purchase it. Some materials may be so rare that obtaining them will be the goal of an entire scenario; most materials that provide a bonus of +15 or +20 are in this category.

The game master must determine how the material may be acquired. In most cases, these special materials will be acquired in quantities sufficient to allow their use in a few procedures. Extremely rare materials can often be profitably sold or traded to other alchemists. The higher the bonus provided by the material, the rarer and more difficult and expensive the material should be.

Special & Enchanted Athanors

While most alchemists create their own laboratories and athanors, some alchemists work together to create unusually powerful athanors. There are two methods of accomplishing this. A particle accelerator or a full university chemistry lab are both examples of athanors that provide bonuses because they are exceptionally complex and elaborate. Typically, such athanors are more complex and expensive than most characters can afford to own or create. Special athanors provide a bonus of +5 to +10 on the alchemy roll and to the total POW of the procedure. The more expensive and elaborate the athanor, the higher the bonus it provides.

Alternately, an alchemist can enchant their athanor. Doing so is a Black Stone alchemy procedure of Earth that requires three days and costs 1 POW for every +5 bonus to the alchemist's skill and to the POW of the procedure. No alchemist can enchant their Athanor with more 3 POW.

Roleplaying Alchemical Procedures

As in all alchemical procedures, the player whose character is trying to create an alchemical effect

Sample Alchemy Styles and Athanors

The following are a list of some of the many possibilities for different styles of First Circle Alchemy and different types of Athanors.

Alchemical Creations	Laboratory	Athanor
Baked Goods	Well equipped kitchen	Baking Oven
Beer, wine, or liquor	Elaborate brewing equipment and still	The fermentation vat or the still
Chemical preparations	Chemical laboratory	Distilling retort or oven
Ink or paint	Pigment grinding and mixing tools	The bowl where the pigments are combined
Metal and metal powders	Forge and casting facilities	Metal melting crucible
Perfume	Perfumery workshop	Perfumery still
Tiny electronic circuits	Chip manufacturing facility	The actual chip fabrication device

must describe to the referee what the character is doing. This description must be consistent with the kind of alchemy the character practices. The procedure the player describes must be able to be performed using the character's laboratory and athanor. If it is not, the attempt will fail automatically and no roll for success is allowed.

Especially interesting and appropriate descriptions of the procedure that the alchemist uses to produce a particular affect can provide the player with bonuses to their roll. In general, the referee should award a bonus of +5 to +15 if the character is using a central process in their alchemical field in a creative way, especially if the player provides visual aids or other additions.

Applying Alchemical Preparations

Whatever comes out of the athanor has to be something that could reasonably be expected to have

Example: Two first circle alchemists both wish to attempt to produce the effect *The Ultimate Purification of Gold*. One of the alchemists is a perfume maker whose athanor is his perfumery laboratory. The other alchemist is a blacksmith whose athanor is her forge.

The first alchemist's player decides to produce the effect by distilling base material and mixing the distillate with other substances to create a perfume. When the purification is complete, the player wants the perfume to transform into solid gold. The blacksmith's player, on the other hand, decides to create the gold from the most impure iron ore available, working it into pure gold in the heart of her furnace. Both characters are using the same alchemical effect, and both, if successful, will come up with the same amount of gold in the same amount of time.

If the blacksmith's player simply says that the blacksmith hammers on the iron until it transforms into gold, the roll is made normally.

However, the player describes the character using a damascene process, hammering and folding the iron over and over in order to squeeze out impurities. Her goal is to forge a small golden dagger in the Persian tradition. She uses sketches of the damascening process and describes the golden sword in detail. The referee should award the player a bonus of +10% to +15% on the roll for this attempt, depending on the elaborateness and appropriateness of the description.

been created using the methods involved. Most of these materials must then be applied to a target outside of the laboratory. However, some of them are used to affect a target that is in the alchemist's laboratory. In either case, the alchemist's player must decide how to get the material or the athanor to the target and apply it. While simply touching an alchemical material to its target is sufficient to allow the procedure to take effect, using the material in the way it was designed to be used – such as eating a piece of candy or drinking a glass of wine, often lets the alchemist affect a target in such a way that the target may not know the source of the effect. Unless a character is enlightened and uses active mystic vision, materials produced via alchemical procedures look just like ordinary materials produced using similar equipment. An alchemical perfume or loaf of bread appears in all ways to be a normal perfume or loaf of bread.

GRIMOIRE OF FIRST CIRCLE ALCHEMICAL PROCEDURES

Example: Toshiro Hodan, a First Circle alchemist, uses ceramics as his alchemical field. His kiln is his athanor, and his ceramics studio is his lab. Toshiro's player wants him to produce the First Circle effect Weaken on a Yakuza hit man who has been hired to kill him. Toshiro makes a cup with a poisonous glaze that creates the effect in the first person who drinks from it. The player then explains to the referee Toshiro's plan to send the cup to the hit man, contriving to make it appear that it was sent as a token of esteem from his superior in the mob. Toshiro's player must have him carry out the plan successfully before the Weaken effect works on the desired target.

Every alchemist who learns Black Stone Alchemy is able to perform any of these procedures that have threshold levels equal to or below their skill level. No grimoires or other foci are needed. This is merely a list of the most commonly used procedures. Other procedures are possible, but should be similar in power level and design to the ones listed below.

PROCEDURES OF AIR

The Binding Attraction of the Alchemical Tide

Threshold: 30%

Element: Air

Use: Material

Preparation: Day

Duration: Month

Resistance: No

Multiple Doses: Yes

Description: The procedure forms a bond between two objects, or between an object and a certain substance. The alchemist alchemically prepares a small object in their athanor. The alchemist then touches this object to some person, object, or even to a sample of some specific material. For the next month, whenever this object is dangled on a string, placed in a bowl of water, or otherwise suspended so that it can move, it always points toward the target or the

Procedure Format

Name: The name of the alchemical procedure.

Threshold: The skill with Black Stone alchemy necessary to perform this procedure.

Element: The procedure's elemental association.

Use: How is the alchemical procedure used and where can it be used on the target.

Laboratory: This alchemical procedure must be performed on the desired target in the alchemist's laboratory.

Material: This alchemical procedure produces an alchemical material that may be taken outside of the laboratory and applied to the desired target.

Both: This alchemical procedure may be used either to affect a target in the alchemist's laboratory, or to produce a material that can be taken from the laboratory and used. For procedures of this type, the Laboratory version will generally be stronger or more effective.

Preparation: How long the alchemical procedure takes to perform.

Day: This procedure takes one full day to perform.

Three days: This procedure takes one three full days to perform.

Week: This procedure takes a full seven days to perform.

Duration: How long the effects of the procedure affects the target.

Instant: The effects of the procedure permanent-

ly change the target, and may not be dispelled or otherwise directly negated

Day: The procedure lasts until the next Sunrise.

Month: A few Black Stone procedures last for a full lunar month of 28 days.

Until Used: The work produces a delayed affect on the target. The target is affected a single time, when they experience a particular predetermined circumstance.

Special: Some other duration is listed.

Multiple Doses: Can this procedure be used to produce multiple doses or uses of a material with a single skill roll? If the answer is yes, then each additional dose reduces the alchemist's skill with their alchemy roll by 20%. Alchemists can only produce multiple doses of material designed to be used outside of the alchemist's laboratory. Alchemists cannot create multiple "doses" of laboratory only procedures.

Resistance: Can the target resist the procedure. Only living targets can resist procedures. Magic resistance is always a POW vs. POW roll against the procedure's POW. Unenlightened living beings halve their POW (round up) when making this roll. The target of a procedure may always choose not to resist it.

Yes: The target can roll resist the procedure.

No: The target cannot resist the procedure.

Range: No ranges are listed, since all Black Stone alchemical procedures and materials must make contact with their target.

nearest example of the chosen material. The material's movements give no indication of the distance to the target unless the alchemist triangulates the target's position from several locations.

Coagulation of Understanding

Threshold: 40%

Element: Air

Use: Material

Preparation: Day

Duration: Instant

Resistance: No

Multiple Doses: Yes

Description: This procedure transforms information. When the alchemist performs this procedure, they must decide on a language, style, idiom, and dialect that they wish for the final communication. The alchemist needs a sample template for the language, style and tone that they want and use it to prepare the material. As soon as the alchemist applies this material to a single piece of text, such as a book, a coded manuscript, letter, or word processing file on a flash drive, this piece of text is instantly transformed into the desired language, style, idiom, and dialect. This procedure works on all voice recordings, from songs to recorded speeches.

This procedure can be used to code and decode messages and to translate languages. The alchemist does not need to understand either of the languages being used. In the modern day, this procedure can be used to translate files from one digital format to another. The work of text is physically transformed by the process, so that the words on the pages of the book or the data on the music CD are now in the desired language and style. In addition to translating and decoding texts, this procedure can alter a sincere argument so that it seems sarcastic and deceptive, or cause a text or recorded speech to appear considerably more or less polished and articulate than it originally was.

The Revealing Dissolution

Threshold: 50%

Element: Air

Use: Material

Preparation: Day

Duration: Day

Resistance: No

Multiple Doses: Yes

Description: This procedure creates a substance that can be applied to any non-living object to render it transparent. However, the transparency only functions for beings who can use mystic vision. Simply by looking at the object, enlightened individuals, seers, and magical creatures can all see through it as if it were exceptionally clear glass. None of these beings needs to spend a power point to use active mystic vision. However, normal humans and animals see nothing unusual. As with all other alchemical substances, this procedure only affects the material that has had the substance directly applied to it. If the substance produced by this procedure is applied to the wall of a house or the door of a safe, only the wall or door is rendered transparent; the contents of the house or the safe are unaffected. The transparency produced by this procedure lasts for one full day.

Crafting the Alchemical Key

Threshold: 70%

Element: Air

Use: Material

Preparation: Three Days

Duration: Instant

Resistance: No

Multiple Doses: Yes

Description: This procedure creates a universal key. Before it is used, this key is a small object that fits easily in someone's hand and is appropriate to the form of alchemy the alchemist uses. Touching this object to any lock that a key can open, instantly transforms it into a key to that lock. *For example, a small bread roll or cookie might split open, revealing a metal key inside.* This key can open any single lock, and it can even become an RFID fob or swipe card useful for opening electronic locks. The only limit is that the first time it is used to open a lock permanently fixes it in form. From then on, it is an ordinary key that opens one specific lock. Alchemical keys cannot be used to open combination locks,

keypad locks, or voice print locks since no physical key is used to open these locks.

Craft the Vessel of Winds

Threshold: 90%

Element: Air

Use: Material

Preparation: Three Days

Resistance: No

Multiple Doses: No

Description: This procedure creates a special alchemical vessel. This vessel can safely contain vitriol, the universal solvent (see the Earth procedure, *Creating the Universal Solvent* below). The vessel has a number of other useful properties. It is entirely non-reactive, it can be used to safely hold and contain any substance. The vessel prevents heat, cold, or radioactivity from escaping from the container. Hot substances inside such a vessel do not cool, and will not burn anyone who handles the container; radioactive samples placed inside of it do not decay.

If desired, the vessel can be fashioned so that it is invisible. Invisible vessels and their contents cannot be seen or detected by x-rays, smell, or any other means other than touch. Such a vessel is a safe and undetectable way to transport almost any small object.

The only limits on these vessels is that they can be made to hold volumes no larger than a single liter, and they become visible when open. They can be made in any shape desired. Opening or closing a vessel takes one full round.

PROCEDURES OF EARTH

Draught of Healing

Threshold: 40%

Element: Earth

Use: Both

Preparation: Day

Duration: Instant

Resistance: No

Multiple Doses: Yes

Description: This procedure speeds and augments the healing processes of all living creatures. When the target is present in the alchemist's laboratory, the target heals 1D3 per day; 2D3 per day with hospitalization. This procedure cures any physical illness, but has no effect on any form of mental illness.

The material version of the procedure produces an alchemical material that increases the hit points healed by a successful First Aid roll to 1D3+3, and increases the target's rate of healing to 1D3 every three days, 2D3 every three days with hospitalization. This material works on all living things. Applying this material adds 5 rounds to the time in which it is possible to treat a character who has just died. This material has no effect if the target is uninjured.

A different version of this same procedure can be used to repair broken objects and machinery. Mechanical and electronic devices that are damaged but still even barely functional can be repaired through the application of an alchemical material. Devices that have ceased functioning entirely must be repaired using the laboratory version of this procedure.

Just as the procedure cannot return the dead to life, it is incapable of repairing devices that have been totally destroyed. Only devices that can be repaired through ordinary means can be repaired using this procedure. The advantage of this procedure is that it fully replaces the need for specialized repair skills and repairs minor broken parts that would otherwise need to be replaced.

Immunity to Influence

Threshold: 50%

Element: Earth

Use: Both

Preparation: Day (Week for the Laboratory version)

Duration: Week for material, Permanent for Laboratory

Resistance: No

Multiple Doses: Yes

Description: This procedure renders both inanimate objects and living creatures immune to the effects of First Circle Alchemical effects. Any being

or object to which the material is applied becomes immune to the effects of First Circle Alchemy for the next full week. Alchemical effects already affecting the target are unaffected.

If the alchemist brings the target into their laboratory, this procedure takes one week and makes the target permanently immune to all First Circle Alchemical effects. This version of the procedure cannot be used on any living creature, since they are inherently less stable and more changeable than inanimate objects.

Strengthening

Threshold: 60%

Element: Earth

Preparation: Three Days

Use: Material

Duration: Until Used

Resistance: No

Multiple Doses: Yes

Description: This procedure strengthens the target's resistance against damage. The material can be used on both living and non-living targets. Damage from the next attack or accident that affects the target is reduced by a factor of 4 (rounded up). A sword blow for 10 points of damage will instead do only 3 points of damage, a bullet that would have done 18 points does only 5.

Damage is reduced by this material only once per application. Multiple simultaneous applications of the material to a target have no more effect than a single application.

Creating the Homunculus

Threshold: 80%

Element: Earth

Use: Laboratory

Preparation: Three Days

Duration: Instant

Resistance: No

Multiple Doses: No

Description: This procedure creates a homunculus: a body of a human or animal. This procedure

requires that the alchemist obtain a sample from one or more living or recently dead bodies, and use this sample as the "seed" for growing the body. If a single sample is used, this body is identical to the body of the sample used as the seed. The only differences are a total lack of scars, fillings, tattoos, or other injuries and changes that the subject experienced in the course of its life. If multiple samples are used, the body has characteristics from each of the various sources. Homunculi produced by blending several samples emphasize the best characteristics of each donor. Alchemists can create homunculi that mix characteristics from different genders or even different species using this procedure.

This body is neither dead nor alive. It remains flexible, maintains an even temperature, and does not decay. However, it does not breathe, eat, or otherwise react to its environment in any way. If the body is injured in a way that would kill the original then the homunculus "dies". Once dead, the body reacts like an ordinary corpse.

The Ultimate Purification of Gold

Threshold: 90%

Element: Earth

Use: Laboratory

Preparation: Week

Duration: Instant

Resistance: No

Multiple Doses: No

Description: This procedure is one of the ultimate quests of First Circle Alchemy: the production of pure gold from base metal. The alchemist starts with around 10 pounds of some material and refines it into one ounce of pure gold. Due to the inherent limits of this procedure, it is not possible to produce more than one ounce of pure gold with a single use of this procedure.

PROCEDURES OF FIRE

Igniting the Fire

Threshold: 20%

Element: Fire

Use: Material

Enlightened Magic

Preparation: Day

Duration: Special (A number of rounds equal to the procedure's Magical Modifier)

Resistance: No

Multiple Doses: Yes

Description: The material created by this procedure bursts into white-hot flames when a pre-specified condition is met. The material ignites anything flammable that it contacts, and burns hot enough to melt steel. If the material is placed on a living being the being takes 2D6 points of damage per round until it burns out. This material can be scraped off of a target, but it cannot be extinguished except by means of the material produced by the Earth procedure *Immunity*. Conventional techniques for putting out fires have no effect. This material burns for a number of rounds equal to the procedure's Magical Modifier.

When creating a batch of this material, the alchemist decides what causes it to ignite. Any physical change in the material can be used. If the material is a liquid, it could be designed to ignite when it dries; or any material could be designed to ignite when it gets wet. Exposure to heat, cold, fire, electricity, or even a sharp blow can all be used as conditions that will cause this material to ignite. Any single batch of this material can only have one condition that will cause it to ignite, but these conditions can be different for different batches of this material. Airport metal detectors and other modern surveillance methods do not reveal the presence of this material, unless they cause it to ignite.

Weakening

Threshold: 40%

Element: Fire

Use: Material

Preparation: Three Days

Duration: Until Used

Resistance: Yes

Multiple Doses: Yes

Description: This procedure weakens the target's resistance against damage. The material can be used on both living and non-living targets with equal

effect. All damage from the next attack or accident that damages the target will be multiplied by a factor of 4. A punch for 2 points of damage does 8 points, a bullet that would have grazed the target for 3 points of damage does 12. This damage appears to have been caused by the attack or accident, and the extent of the damage can easily be ascribed to chance.

Damage is multiplied by this material only once per application. Multiple, simultaneous applications of the material to a target have no more effect than a single application. This procedure can be used for a variety of purposes, from making certain that an assassination attempt succeeds, to allowing an ordinary human to kick down the door of a vault.

Fires of Obliteration

Threshold: 70%

Element: Fire

Use: Material

Preparation: Week

Duration: Instant

Resistance: No

Multiple Doses: No

Description: This procedure creates the alchemical antithesis of any single, specific object. The alchemist must obtain a small sample of a specific object. A procedure is then performed that creates the alchemical opposite of it.

When the material is applied to this object, the object is entirely destroyed in a few seconds. Only a flash of bright, but not blinding, light marks its destruction, and nothing remains but a tiny amount of fine gray ash. Due to the practical limitations of alchemy, this procedure cannot be used to destroy anything larger than a large car or SUV in volume. It is impossible to create the antithesis of any larger object. Attempts to destroy larger objects have no effect. This procedure can be used on a living being, but can be resisted by magic resistance. The Earth procedure *Immunity* completely protects against this procedure and the sorcery spell *Interference* protects the target from all harm if used within one round of the material being applied.

The material created through this procedure only affects the object the sample was originally taken from. This material has no effect on anything else it is applied to. It is impossible to use the material created in this procedure to destroy only part of an object. The destruction caused by this material is total or not at all.

Fires of Purification

Threshold: 80%

Element: Fire

Use: Laboratory

Preparation: Week

Resistance: No

Duration: Instant

Multiple Doses: No

Description: This procedure repairs or heals all lasting damage to the target. Scars vanish, limbs or senses disabled by prior injuries function normally again, cavities in teeth vanish, and all diseases are cured. However, this procedure does not heal damage from current wounds, poison, or other sources. Nor can it reverse the effects of old age.

Another version of this procedure works on objects and devices. When used in this manner it removes all dust, corrosion, and decay from an object or device, but it cannot replace missing pieces or repair large-scale damage. This procedure cannot fix a radio that has been smashed, but it can restore a faded tapestry or a rusty iron sword so that they both look like exceptionally well preserved antiques in excellent condition. This procedure only removes the effects of damage and wear, not the effects of age.

PROCEDURES OF WATER

Alteration

Threshold: 40%

Element: Water

Use: Both

Preparation: Day

Duration: Day for the Material version and Month or Instant for the Laboratory version

Resistance: Yes

Multiple Doses: Yes

Description: This procedure changes the appearance of a single living target. This procedure can be used on any living target, either human or animal. The laboratory version of this procedure transforms a living being into an exact physical duplicate of another living being of the same type. A human could be transformed into a duplicate of any other human (regardless of gender or race). Similarly, a horse could be transformed into a duplicate of any other horse. This transformation requires that the alchemist have a small sample of the individual to be duplicated. Skin, hair, or fingernail parings all work as materials for this sample.

Once completed, the subject of this transformation is an exact physical duplicate of the individual the sample was taken from. Fingerprints, dental records, retinal patterns, and blood type are all identical to those of the original. However, the subject's mind, memories, motivations, and perceptions are unchanged. Essentially, this procedure creates a perfect disguise.

This procedure has several limitations. The subject does not gain any knowledge possessed by the original, and differs in voice, walk, and mannerisms unless they have studied the original very carefully. While this procedure alters the subject's SIZ & APP, it has no effect on any other Characteristics. If a weak person is transformed into the duplicate of someone strong, the weak person looks stronger, but retains their original Strength. Finally, this change only lasts for one month, after which living subjects revert to their original appearance.

The version of this procedure that creates an alchemical material is considerably more limited. The alchemist creates a material that can be applied to the subject, so that whoever applies the material may reshape the features of the subject. For the first 10 minutes after the material is applied, the individual who applied the material may reshape the features of the subject. Once this 10 minutes are up the target's features are set and may not be further altered.

The results of this reshaping look wholly natural, even if the individual who applied the material is an inexperienced sculptor. However, the level of detail possible when using this material is not very great. Someone's nose could be enlarged

or made smaller, cheek-bones raised or lowered, hair lengthened, shortened or altered in texture, scars added or removed. However, it is impossible to accurately disguise one person as another using this material. Once a full day has passed, the subject gradually reverts to their original appearance over the course of two or three hours. Specially made versions of this material can be made that allow the alchemist to alter the color of the subject's hair or skin. This material can easily make someone wholly unrecognizable for the next day, or to disguise someone as a member of a different race or gender.

The alchemist can perform versions of this procedure that alter the appearance of non-living objects and devices. The laboratory version of the procedure transforms an object into a duplicate of a similar object, like transforming one two-seater sports car into the exact duplicate of another two-seater sports car. The material version of the procedure allows the alchemist to change the color and minor surface details of the object. An alchemist could transform a red sports car into a grey sports car of a similar but not identical make and model with a different license plate. None of these changes affect the function or capabilities of the object or device. For both the material and the laboratory procedures, changes made to all non-living objects, including corpses, are always permanent.

The Destruction of Order

Threshold: 50%

Element: Water

Use: Material

Preparation: Day

Duration: Day for living targets, until repaired for inanimate objects

Resistance: Yes

Multiple Doses: Yes

Description: When applied to a single device or living being, the material produced by this procedure causes it to experience difficulty functioning. If this substance is applied directly to a mechanical or electronic device, the device experiences a breakdown the next time it is used. This malfunction may be repaired by ordinary means, but the device can-



“Damn this blasted thing!”

not function until it has been repaired. When examined, the breakdown appears to be the result of ordinary wear and minor defects in manufacture.

If the alchemist uses this substance on a living target, the target experiences a variety of minor physical symptoms, such as tremors, headaches, and muscle spasms. These problems last for the next full day, and will not seem to have any obvious medical cause. For the duration of these problems, all purely physical rolls, including STR, DEX, and CON rolls, as well as all Manipulation, Physical, and Combat skill rolls become more difficult. *Easy* rolls become *Average*, *Average* rolls become *Difficult*, and *Difficult* rolls become *Impossible*.

Inhibit

Threshold: 60%

Element: Water

Use: Material

Preparation: Three Days

Duration: Between one hour & one day

Resistance: Yes

Multiple Doses: Yes

Description: This procedure produces a material that inhibits all natural processes. Any device or living creature touched by this material immediately begins functioning at a much reduced level. Living creatures fall into a temporary coma that is difficult to distinguish from death, motors slow to a crawl, and electric appliances act as if subject to an extreme brownout. This material even affects physical processes such as fire, nuclear decay, or the chemical action of acid. If this material is applied to a fire, it is reduced to glowing embers for the duration of the effect. One batch of this material can affect a fire the size of a bonfire or a burning house.

After between one hour and 24 hours the effects of the material wear off and the device, creature, or process returns to normal, wholly unharmed by the procedure. The alchemist chooses how long they wish it to last when they design the procedure. Actions taken while the material was active remain. A fire subject to this material is much easier to extinguish, just as a person subject to this effect is much easier to kill. In both cases, even once the procedure has ended, the fire is still out and the person is still dead.

This material affects any device or physical process it is applied to. However, living creatures are somewhat more resistant to its effects. If this material is applied to a living creature the creature may make a CON x 2 roll to resist the effects of the material. If the roll is successful the creature remains conscious, but its DEX and MOV are both halved (round down) for the procedure's duration. Multiple simultaneous applications of this material to a single target have no effect. Application of this material cancels and is canceled by application of the material produced by the *Enhance* procedure.

Enhance

Threshold: 70%

Element: Water

Preparation: Week

Use: Material

Duration: One Hour

Resistance: Yes

Multiple Doses: Yes

Description: This procedure creates a material that significantly speeds up natural processes. Only the speed of the process is affected. A fire that is sped up does not burn hotter, but it burns and spreads much faster. Ordinary natural processes like burning fires can usually be sped up by a factor of as much as 3. Most machines and other mechanical or electronic devices can be sped up by no more than a factor of 2. Speeding devices up more than that often causes them to fail and so is not possible with this procedure.

If this procedure is used on a living creature, the creature will have its DEX and MOV temporarily doubled. Multiple applications of this material to a target within a single hour have no effect. Application of this material cancels and is canceled by application of the material produced by the *Inhibit* procedure.

Creating The Universal Solvent

Threshold: 90%

Element: Water

Use: Material

Preparation: Week

Duration: Instant

Resistance: No

Multiple Doses: No

Description: This procedure creates the universal solvent, a substance also known as vitriol. It is a material that dissolves any substance except for a type of special glass that must also be created by an alchemist. To create vitriol, the alchemist must first create a vessel of alchemical glass using the Air procedure, *Craft the Vessel of Winds*. Once the vessel is completed, the alchemist may create the actual vitriol. No more than a single liter of vitriol may be created using a single alchemical procedure.

Vitriol dissolves materials by combining with them, so a single liter of vitriol may only be used to dissolve a single liter of any material. The product of this dissolution is two liters of extremely pure water. Unlike legends of similar substances, if spilled on the ground vitriol does not create a bottomless hole. Instead, the vitriol combines with one liter of floor material to form a large puddle of water in an irregular hole in the floor. However, it can be extremely dangerous, since any mate-

rial touched by vitriol dissolves almost instantly. Every 1/4 liter (cup) of vitriol applied to a living target instantly does 1D8+1 of damage. Throwing a full liter of vitriol at a living being is likely to be instantly fatal.

PUTTING IT ALL TOGETHER: AN EXAMPLE OF BLACK STONE ALCHEMY

April is an enlightened alchemist with a Black Stone alchemy skill of 75%. She wishes to break into a high-security corporate headquarters that she suspects contains records of criminal activity. She is a baker who creates alchemically powerful breads and pastries. Her athanor is a high quality oven.

April decides to use the procedure Crafting the Alchemical Key to create a key to safely open the doors in the corporate headquarters. She spends a day designing the procedure, succeeds in her Black Stone technique roll and is ready to begin.

Starting on Wednesday (the Day associated with Air), in Summer (which provides neither a bonus nor a penalty), she performs the procedure. Realizing that she may need more than one key, she takes a -20% penalty to her skill roll and decides to create two. April then spends a day elaborately preparing ingredients and baking a pair of small dinner rolls. With the bonus from the day (+10%) and the penalty for making two “doses” of the procedure, April’s skill for the roll is 65%. She rolls a 53 and succeeds.

When April breaks into the corporate headquarters, she walks confidently into the lobby, takes an elevator, and touches the first of the two alchemical rolls to the keyhole that unlocks the elevator and allows it to go to the top floor. She breaks open the crusty roll and inside finds a metal key. Using this key, she takes the elevator to the top floor and walks to the CEO’s office. The CEO is out, and she touches the second roll to the key card slot on the door. Inside the second roll is a magnetic key card that opens this door and allows April to enter the CEO’s office.

THE SECOND CIRCLE: THE WHITE STONE

Second Circle Alchemical procedures transform and manipulate the minds and perceptions of liv-

ing creatures. They cannot directly affect either the physical world or the spirit. Second Circle Alchemy involves the creation of magical works of art that carry within them symbols and concepts that profoundly affect the minds and perceptions of all who experience them. Any art form, including music, jewelry, novels, movies, paintings, or sculpture may be used as a medium for Second Circle Alchemy. The only limit on the use of such art is that alchemists must be at least as skilled with their art as with their alchemy, and must meet the procedure’s Threshold with both their White Stone alchemy skill and their chosen art skill. If an alchemist is a sculptor, and has White Stone Alchemy of 80% and Art (sculpture) of 60% the alchemist can only sculpt works of Second Circle Alchemy with Thresholds up to 60%.

Once created, these works of alchemical art affect everyone exposed to them. However, only a writer’s manuscript, an orchestra conducted by the composer, or the original sculpture or painting actually contains the magic. Many alchemists have searched for ways to successfully duplicate works of alchemical art, but none have been successful. The highest quality duplicates available today produce works of art that are haunting and compelling, but that lack the alchemical power of the originals. A work of alchemical art retains its magic only as long as it is not significantly altered or damaged.

The duration of the work’s magic depends upon how much energy the creator invests in it. If the work of art is a play or piece of music that must be performed, then the alchemist must be involved with the performance and must spend one power point, just like they did when they created the work. As long as the alchemist is involved in the performance and spends the required power points, the procedure affects the audience every time it is performed.

If the alchemist creates a physical work of art such as an alchemical painting, piece of jewelry, or musical instrument, then it affects everyone who sees or hears it for the first full day that the completed work is shown to others. During this day, everyone who sees it is affected by it. However, after this day is over, the work is no longer magical. It is now a purely mundane, though emotionally affecting, work of art. The same is true of an alchemical performance that is performed by someone other than the alchemist who created

it, or if the creator chooses not to spend power points during the performance.

If an alchemist wishes an alchemical creation to have a more lasting impact, there are two options:

The alchemist can invest additional power points into the work when creating it. It's magical properties continue for one full day for every one additional power point that the alchemist invests in it. Alchemists can invest up to six additional power points, giving the object a duration of up to one week.

Alternately, the alchemist can spend one point of permanent POW to create a work of enduring power. This POW expenditure only works for a physical work of art, but once spent, the work retains its alchemical power as long as it remains intact.

CREATING ALCHEMICAL WORKS OF ART

There are three steps involved in using White Stone Alchemy:

Designing the work

Unless working from a grimoire, the alchemist must plan and design the work of art. Planning and designing the work usually requires 1D3 days of steady work. At this point, the alchemist must make a White Stone alchemy roll to see if they have successfully designed the work.

Effects: The following are the results for different degrees of success.

FUMBLE: the alchemist has unknowingly created an alchemical procedure that produces a work that has the opposite effect of the desired procedure. A Draught of Healing might instead drive viewer mad. Another alchemist who reads the planned ritual can tell that the procedure is flawed if they make a successful White Stone Alchemy roll.

FAILURE: The attempt to design the procedure fails, but the alchemist may freely and without penalty make another attempt to design it.

SUCCESS: The alchemist successfully designs the desired work of art.

SPECIAL SUCCESS: The alchemical procedure is exceptionally easy to perform; add +10% to

the roll when performing this procedure. The procedure gains this bonus any time it is used.

CRITICAL SUCCESSES: The procedure was designed exceptionally well. In addition to the +10% to the roll, add +10 to the POW of the procedure. Once designed, this procedure has these parameters any time it is used. A critical success on this roll allows the alchemist to immediately make an experience roll in the technique being used, in addition to any normal experience rolls.

Creating the work

Once the procedure has been designed the alchemist must implement it. The alchemist must now spend the list amount of time actually producing the work of art. The alchemist must make one roll to see if this attempt succeeds. This roll must be under both the alchemist's White Stone alchemy skill and the art skill the alchemist is using.

Effects: The following are the results for different degrees of success.

FUMBLE: The entire preparation time is used and all materials used are lost.

FAILURE: The attempt to create the procedure fails, but the alchemist may freely and without penalty make another attempt to design it.

SUCCESS: The alchemist successfully creates the desired work of art.

SPECIAL SUCCESS: No power points are spent to create this work.

CRITICAL SUCCESS: Double some important parameter for the procedure. Most often, either the procedure's duration or magical modifier is doubled.

Example of Good Description of a Work of Alchemical Art

A player wishes their character to create a painting that inspires fear in all who see it. They tell the gamemaster that their character is painting a picture of a battlefield. The player describes the painting as quite large and appears smoky and turbulent. In it, dozens of menacing, machine-like soldiers look like they are marching at the viewer.

Players who provide information above and beyond the basic level required for a work of Second Circle Alchemy should receive bonuses of between +5 and +20 to their alchemy roll for the procedure and to the procedure's POW. Detailed information about the work of art provides the gamemaster with more information on how to properly run the effects of the work of art. A work of art that causes fear based on images of marching ranks of identical, grim, faceless soldiers has a somewhat different effect than a work that uses images of half-seen inhuman tentacled monsters erupting out of formless chaos.

Further detail is both evocative and helps the gamemaster work with the alchemical art better. *An example of a +10 bonus would be if the above player described how their character decided to paint the image of war on a large sheet of scrap metal that that it looked it had been salvaged from a war zone, with scars and peeled paint in places, and using lots of reds and blacks in the color scheme.*

Gamemasters should give +5 or +10 bonuses for using alchemically appropriate materials or symbols in their work. First Circle alchemical works can be incorporated into the production of Second Circle alchemical works to increase their effect. In the above example, the player might say that their character used iron to paint on, because iron is the metal with fire and war associations. Then the character traveled to a nearby civil war battlefield to get some soil to use as a base for the earth colors in the painting.

Player should get an additional +10 bonus for actually creating a version of the work that their character is making. Creating an image the looks like an image the character is painting, downloading and printing image from the internet that look somewhat like the sculpture the character is making, or finding a song that resembles the music the character is writing should all provide the same bonus.

GRIMOIRE OF SECOND CIRCLE ALCHEMICAL PROCEDURES

Every alchemist who learns White Stone Alchemy is able to perform all of these procedures that have threshold levels equal to or below their skill level. No grimoires or other foci are needed. This is merely a

list of the most commonly used procedures. Other procedures are possible, but should be similar in power level and design to the ones listed below.

PROCEDURES OF AIR

Binding Attraction of the Alchemical Tide

Threshold: 20%

Element: Air

Preparation: Day

Exposure: Casual

Duration: Vicinity

Resistance: Yes

Description: This procedure captures the viewer's thoughts and emotions. When creating the work, the alchemist must decide what sort of event or emotion it is meant to evoke. This event could be anything from an unhappy childhood, to a typical day at the office, or the most violent incident in the person's life. Regardless of the subject matter, if the subject has ever experienced such an event or emotion, the work reminds them of it intensely. If the subject fails a resistance roll against the work, they stare at it and the details of the remembered event flash through the mind. This process seems vivid and intense, but perfectly natural. An enlightened individual who looks at the target and makes a successful Spot roll using mystic vision experiences the details of this memory as if they were physically present and observing it closely. Viewers who have never experienced an event of the type depicted quickly lose interest in the work.

Coagulation of Understanding

Threshold: 40%

Element: Air

Preparation: Three Days

Exposure: Casual

Duration: Day

Resistance: No

Description: This procedure imbues all who see it with the temporary knowledge of a single skill that they do not currently possess. The specific skill must

Procedure Format

Name: The name of the alchemical procedure.

Threshold: The skill with White Stone alchemy necessary to perform this procedure.

Element: The procedure's elemental association.

Preparation: How long the work takes to create.

Day: The alchemist must work for one full day to create the work.

Three Days: It will take the alchemist at least three full days of steady work to complete this work of art.

Week: It will take the alchemist at least seven entire days of steady work to complete the work of art. Procedures with this duration require that the alchemist begin the procedure on the day associated with the procedure's element.

Exposure: This is a measure of how long someone must be exposed to the work of art for the effects to be felt. Some works immediately affect all who see them; others require careful study for the full effects to manifest.

Casual: All who clearly see or read this work of art will be affected by the Alchemical magic within it.

Study: Targets must carefully examine or listen to the work for at least 10 minutes. This study does not have to take place all at one time. Looking at a painting for several minutes a day for several days counts as study.

Duration: How long the effects of the procedure affect the target.

Vicinity: The work of art will only affect those who have just been exposed to it and those who remain in its vicinity. The effects will rapidly fade once the subject is no longer exposed to the work.

Day: The Procedure affects the target until the target next awakens.

Until Used: The work produces a delayed affect on the target. The target is affected a single time, when they experience a particular predetermined circumstance.

Instant: The procedure has a lasting effect on the target.

Resistance: Can the target resist the procedure. Only living targets can resist procedures. Magic resistance is always a POW vs. POW roll against the procedure's POW. Unenlightened living beings halve their POW (round up) when making this roll. A target may always choose not to resist a procedure.

Yes: The target can roll resist the procedure.

No: The target cannot resist the procedure.

be chosen when the work is created, and must be one that the alchemist has at 5% or more. The work of art produced by this procedure has no effect on anyone who possesses the chosen skill at 10% or higher. However, anyone who has less than 10% in the skill gains it at a percentage equal to the procedure's magical modifier x 5%. Enlightened targets immediately know they have gained a new skill. Ordinary humans do not realize they possess a new skill, but when placed in a situation where it would be useful, instinctively use it. Someone who heard a language learned via this procedure would understand it without effort, and someone who gained a science skill via this procedure would automatically roll to know the answer if asked a question on that topic. Targets can't be affected by more than one of these works at once; only the last work they are exposed to affects them.

The Revealing Dissolution

Threshold: 50%

Element: Air

Preparation: Three Days

Exposure: Casual

Duration: Vicinity

Resistance: Yes

Description: Anyone exposed to a work of art created using this procedure is incapable of effectively concealing their true emotions, desires, and intentions while they are in the presence of the work. These people may attempt to lie, dissemble, or otherwise conceal their thoughts and feelings, but such attempts will not be believed. Everyone exposed to this work is inclined to tell the truth, and only attempts to lie if they feel there is no alternative. Sub-

jects of this procedure are not immediately aware of its effects. However, after several failures, most realize that their ability to lie effectively has temporarily vanished.

Crafting the Alchemical Key

Threshold: 70%

Element: Air

Preparation: Three Days

Exposure: Casual

Duration: Day

Resistance: Yes

Description: This procedure makes those exposed to it more agreeable. For the next day, anyone exposed to this work of art is far more likely to agree to the next reasonable request made of them. Add the procedure's magical modifier x 5% to all Fast Talk or Persuade skills used to cause this person to do some reasonable action.

Reasonable requests include things like asking a minor bureaucrat to bend the rules a little, asking a wealthy person to invest in a viable or viable-seeming business, or asking a relatively honest person for help in bringing their dishonest boss to justice. Reasonable requests to do not include asking a poor person for their life savings, requesting someone to harm one of their loved ones, or a request to help overthrow the government (unless it is made to a terrorist, survivalist, or radical).

Craft the Vessel of the Winds

Threshold: 90%

Element: Air

Preparation: Week

Exposure: Casual

Duration: Vicinity

Resistance: Yes

Description: Being in the presence of this work of art places people into a dream-like fugue state where they imagine themselves in the situation portrayed by the artwork. A painting of a corporate board meeting causes the person to imagine themselves at a corporate board meeting; listening to a song about someone on a long journey by sea caus-

es the person to imagine themselves on a long sea voyage. In this state, the person responds to people around them as if they are in the same situation, and the person's mind filters out any details of dress, climate, or room details that do not fit with the location they imagine they are in.

Anyone exposed to this work remains in this fugue-state for approximately the procedure's magical modifier x 10 minutes. During this time, they respond exactly as if they were in the situation in the artwork. After people leave the vicinity of the work, they only remember having a brief day-dream. In addition to many other uses, this work allows the alchemist to place someone in a situation where they might reveal important information, or where the alchemist can try out a request or offer and see how the person reacts, in preparation for later trying this same tactic for real.

PROCEDURES OF EARTH

Draught of Healing

Threshold: 40%

Element: Earth

Preparation: Day

Exposure: Casual

Duration: Instant

Resistance: No

Description: This work of art soothes the target's mind and emotions. It permanently cures any insanity, brainwashing, or other mental problems. Anyone who has been possessed or is under any sort of mental compulsion or influence is instantly freed from this effect and is aware that they have been acting in an atypical, and perhaps unreasonable, manner. This procedure negates both mental effects due to enlightened magic, and the effects of any mind control powers used by various supernatural creatures.

Immunity to Influence

Threshold: 50%

Element: Earth

Exposure: Casual

Preparation: Three Days

Duration: Day

Resistance: Yes

Description: This procedure makes those exposed to it far less agreeable. For the next day, anyone exposed to this work of art is unlikely to agree to any requests made of them. Subtract the procedure's magical modifier x 5% from all Fast Talk or Persuade skills used to cause this person to do something they would consider reasonable. Regardless of whether or not the request is reasonable or even beneficial to the target, the target assumes that it is not and is not inclined to agree to it.

Strengthening

Threshold: 60%

Element: Earth

Exposure: Casual

Preparation: Three Days

Duration: Day

Resistance: Yes

Description: Those exposed to this work of art temporarily increases their resistance to lies and emotional manipulation. Subtract the procedure's magic modifier x 5% from the next Bargain, Command, Fast Talk, Persuade, or Sleight of Hand skill someone uses on the target.

The target will agree to reasonable requests, but is unlikely to be moved by social pressure or emotional appeals that attempt to convince them to act against their morals or self-interest.

Exposure to this procedure negates the effects of exposure to the Second Circle Fire procedure *Weakening*. Both procedures are terminated by this process.

Creating the Homunculus

Threshold: 80%

Element: Earth

Exposure: Study

Preparation: Week

Duration: Instant

Resistance: No

Description: This procedure awakens a homunculus. Once the alchemist has successfully created the body of a homunculus using the First Circle procedure, it must be exposed to the product of this procedure. After the homunculus has been exposed to the work for at least a few minutes, it awakens. This procedure gives the homunculus the ability to perceive and respond to its environment, and will provide it with a rudimentary mind.

A homunculus awakened in this fashion is a classic "soulless automaton". It eats, sleeps, and breathes, responds to its environment, and obeys all orders spoken by the alchemist who awakened it. However, the homunculus has no will or volition of its own, nor does it possess any real consciousness. The homunculus is capable of speech, but is unable to answer any questions that do not relate to its perceptions and memories of the world around it. It can perceive and remember the world around it, but it lacks all thoughts or desires. These homunculi have no sense of self-preservation. Homunculi are often used as guards by those who create them since they are wholly incorruptible, and will obey all orders given by their creator.

The Ultimate Purification of Gold

Threshold: 90%

Element: Earth

Exposure: Study

Preparation: Week

Duration: Instant

Resistance: No

Description: This procedure may provide someone exposed to it a brief and highly specific vision of the future. Anyone likely to experience an event related to the work's subject matter has a brief but vivid vision of what is most likely to happen during this event. This prophecy is accurate and moderately detailed, but the future is not set in stone, and so the actual event could play out differently. This prophecy is detailed and informative, but the information provided is sometimes allegorical. If someone exposed to it is unlikely to experience a similar situation, they are swiftly bored by the work.

PROCEDURES OF FIRE

Igniting the Fire

Threshold: 20%

Element: Fire

Preparation: Three Days

Exposure: Study

Duration: Until Used

Resistance: No

Description: Studying this work of art fills the target with inspiration and creativity. Viewers who study this work receive a bonus of the procedure's magical modifier x 10% to their skill for the next speech, performance or artistic endeavor they attempt. While this special inspiration may be used by alchemists to creating works of Second Circle Alchemy, these bonuses to creativity only affect the technical brilliance of the work, not the alchemical magic imbued within it and so only serves to increase the art roll used to create the work.

Weakening

Threshold: 40%

Element: Fire

Preparation: Day

Exposure: Casual

Duration: Until Used

Resistance: Yes

Description: This work of art temporarily reduces the viewer's resistance to lies and emotional manipulation. Add the procedure's magic modifier x 5% to the next Bargain, Command, Fast Talk, Persuade, or Sleight of Hand skill someone uses against to this person.

Exposure to this procedure negates the effects of exposure to the Second Circle Earth procedure *Strengthening*. Both procedures are terminated by this process.

Fires of Obliteration

Threshold: 70%

Element: Fire

Exposure: Casual

Preparation: Week

Duration: Instant

Resistance: Yes

Description: This procedure destroys specific memories in everyone who looks at it. These memories are permanently erased, but the subject can relearn them. Exposure to this work of art only removes memories of one person, physical object, or of an event that lasted no longer than a full day. However, other memories that are associated with this memory are totally unaffected.

One work of art could cause all who saw it to forget the building where they work. The viewer would forget the appearance and location of their workplace, but they would still remember the name of the company they worked for; as well as their job, the names of their co-workers and how much they were paid. Only a single specific memory is affected. A work designed to cause the viewer to forget the time the last murder they committed would only affect viewers who had actually committed a murder. The work would cause the murderer to entirely forget the actual murder. They would still remember planning the murder (if it was planned), but they would forget the actual execution of the murder, as well as immediately related activities such as disposing of the body or hiding the murder weapon. Subjects who view such a work of art do not notice anything wrong until they are confronted with fact that they have forgotten something.

Fires of Purification

Threshold: 80%

Element: Fire

Preparation: Three Days

Exposure: Casual

Duration: Instant

Resistance: No

Description: This work burns away lies and exposes the truth. Everyone exposed to this work can automatically make an Insight roll to notice any lies or attempts at deception or emotional manipulation that have been used on them in the last several days.

This procedure allows viewer to make the same roll for any important and potentially life-changing lies that they have ever heard. Characters gain a bonus to their Insight skill equal to the procedure's magical modifier x 5%. For most people, suddenly realizing that an important part of their life has been based on a lie can be exceptionally traumatic.

Renewal

Threshold: 90%

Element: Fire

Preparation: Week

Exposure: Casual

Duration: Week

Resistance: Yes

Description: Those who experience the art created by this procedure see a specific ideology, event, or person depicted in the work in a new light. The subject can be depicted in either a positive or negative way. A politician the viewer was previously indifferent to could suddenly become the best person for the job, an ideology that the subject was not interested in before becomes compelling. This procedure cannot change deeply held ideas, but it will moderate them somewhat. Fanatics exposed to this work will not abandon their cause, but they may come to doubt it slightly. The loyal followers of a powerful politician will not suddenly abandon their leader on being exposed to this work. However, they come to doubt the leader more than they have in the past and will likely question some of the leader's decisions.

This procedure does not make anyone into a fanatic unless they were already significantly attracted to the person or ideology. However, it can be used to sway opinions and to promote either doubt or belief. The effects of this procedure wear off fully after one week. However, if the subject has been exposed to arguments or evidence that supported the opinion produced by the work then this opinion may become permanent.

PROCEDURES OF WATER

Alteration

Threshold: 40%

Element: Water

Preparation: Day

Exposure: Casual

Duration: Vicinity

Resistance: Yes

Description: This work of art causes all who experience it to experience a single overpowering emotion. Different individuals respond differently to this emotion, but everyone feels it equally strongly. A song that produces rage may cause some listeners to storm angrily out of the café it is playing in. Other individuals may appear unaffected, but their interactions with others will be colored by this rage for several hours. People who are already predisposed to violence may even get into a brawl in the café. Similarly, while a sculpture that inspires lust will not create an orgy on the gallery floor, everyone who views it feels strong lust and many of them are likely to make passes at each other in the gallery. This emotion seem wholly natural and reasonable to all who feel it. Once away from the work of art the emotion gradually begins to fade, like any normal emotion.

The Destruction of Order

Element: Water

Threshold: 50%

Preparation: Three Days

Exposure: Casual

Duration: Day

Resistance: Yes

Description: This work of arts temporarily damages the order of the human mind. Anyone exposed to this art will experience synesthesia and minor hallucinations for the next full day after they first experience it. The individual's perceptual filters are temporarily altered, both from their normal level and from one minute to the next. A whispered conversation across the room may suddenly be perfectly audible and, a minute later, it may fade into the smell of ammonia. This experience is exceptionally disorienting. While not sufficient incapacitate someone, anyone affected by this procedure temporarily subtracts the procedure's magical modifier x 5% from all of their skills.

Inhibition

Threshold: 60%

Element: Water

Preparation: Three Days

Exposure: Casual

Duration: Day

Resistance: Yes

Description: This procedure either temporarily depresses the target's ability to feel one particular emotion, or greatly reduces all of their emotions. The target does not become totally emotionless, but their ability to feel the specified emotion or emotions is significantly reduced. The alchemist can enhance one or all emotional reactions, but cannot mandate how these emotions will be expressed.

If the alchemist designed the work to inhibit fear, then an incident that would ordinarily produce extreme terror would instead produce very mild fear. Unless informed by others that they are acting oddly, targets of this procedure are unaware that their emotional reactions are at all unusual. Exposure to this procedure wholly cancels and is canceled by exposure to the *Enhance* procedure.

Enhance

Threshold: 70%

Element: Water

Preparation: Three Days

Exposure: Casual

Duration: Day

Resistance: Yes

Description: Those exposed to this work of art have one or all of their emotional reactions temporarily increased. If the work increases the specific emotion of joy, then a small kindness might be felt as a source of great happiness, but all other emotions, like fear or anger would be unaffected. If this work affects all of the target's emotions, then until the target next sleeps minor fear becomes stark terror and minor happiness becomes joy. A minor slight is felt as a major insult, and ordinary praise or criticism is treated as if it were a grand accolade or a vicious attack.

Different targets react quite differently to increased emotions. Emotionally unstable individuals who barely have their normal emotions under control may become violently non-functional; while cold, reserved, and controlled individuals may suddenly explode into a previously unexpressed torrent of emotion. The alchemist can enhance some or all emotional reactions, but cannot mandate how these emotions will be expressed. Unless informed by others that they are acting oddly, targets of this procedure are unaware that their emotional reactions are at all unusual. Exposure to this procedure wholly cancels and is canceled by exposure to the *Inhibition* procedure.

Creating The Universal Solvent

Threshold: 90%

Element: Water

Preparation: Week

Exposure: Casual

Duration: Day

Resistance: No

Description: This work breaks down barriers between people. Everyone who experiences the work together, or who discuss it with others who have also experienced it, feel a deep kinship with everyone else who has been exposed to it. Even people who would normally be separated by barriers of race, age, or social class interact naturally and comfortably. People who have been exposed to this art are inclined to talk to each other, to like one another, and to be truthful and honest with each other. Someone exposed to this art would be unlikely to reveal a secret password to someone they do not trust implicitly; however, revealing deep personal secrets, or even suspicions and worries to strangers who have experienced this art is a common result of exposure to this work of art. Unless faced with the threat of immediate violence to themselves or another, people exposed to this work of art will not use violence towards anyone for the rest of the same day. Even when faced with threats of violence, people exposed to this work attempt to find other solutions and only resort to violence if they have no other choice. This procedure can instantly calm a potential riot or a tense standoff between two armed groups.

Exposure to this art does not remove language barriers, but it allows people who lack a common language to be more sensitive to each other's emotions and non-verbal communication. As a result, the language barrier is much less of a problem than it would otherwise be. Breaking down these barriers occurs most strongly in the vicinity of the work of art, but continues for the next full day after the subjects' exposure to the work. Often, the impact of this work of art lingers when people affected by it talk with one another days or weeks later.

PUTTING IT ALL TOGETHER: AN EXAMPLE OF WHITE STONE ALCHEMY

Arthur is an alchemist who makes alchemical jewelry. He needs to close a delicate business deal and decides to create a large lapel pin made in the form of a handshake in order to produce the alchemical effect *Enhance*, where the desired emotion is Trust. Arthur's White Stone alchemy score is 65 and his jewelry skill is 73. First, he plans out the design and after spending 2 days, Arthur's player successfully rolls a 41, which is below both his Alchemy and his Art scores.

Arthur then decides to make the piece on a Friday, which adds a bonus of +10 to the roll. However, the season is Summer, which subtracts 5 from the roll. Arthur's player finds an image of a similar pin and prints it out and shows it to his game-master, which provides an addition +10 bonus, for a total bonus of +15 (10 - 5 + 10). At this point, Arthur's alchemy skill for this roll is 80, but his jewelry skill is still 73. Arthur's player rolls a 71, and is barely successful. Arthur dresses in a good suit, pins the jewelry to his lapel and heads off to the meeting, assured that the people he is meeting with will be more trusting.

THE THIRD CIRCLE: THE PHILOSOPHER'S STONE

Third Circle alchemy is spiritual alchemy. This type of Alchemy can only affect spiritual phenomena such as belief or the inner workings of the human soul. This circle of Alchemy is known as the Philosopher's Stone. The secret of the Philosopher's Stone is that the miraculous rock, which many spent eons

searching for, is not a physical object but instead is a metaphor for the soul of the alchemist, the site of the ultimate alchemical transformations.

Third Circle alchemy directly manipulates the alchemist's spirit and the spirits of others who come into contact with them. Third Circle alchemy is exceedingly rigorous, and demands much commitment from the alchemist. Since this form of alchemy is spiritual in nature, the procedures involved in performing it are spiritual. Instead of boiling chemicals in retorts or making a sculpture containing subtle magical sigils, Third Circle Alchemy consists of performing rigorous meditations and exercises. Yoga, Zen meditation, and qi gong walking meditations are all techniques that have been adapted to the use of Third Circle alchemists.

The purpose of this meditation is to focus the alchemist's body, mind, and spirit on the specific purpose of the alchemical procedure. In some ways, this technique resembles the magical rituals performed in Second and Third Circle Sorcery. However, while the symbols and techniques of Sorcery involve externalizing the ritual so as to involve all of the sorcerer's senses, practitioners of Third Circle Alchemy turn inward and perform all of the techniques inside of their own minds and bodies.

The Limits on Third Circle Alchemy

- Third Circle alchemy can only affect various spiritual phenomena. It cannot directly affect the physical world or the perceptions and emotions of living creatures.
- The effects produced by Third Circle alchemical procedures can only affect the alchemist, or beings whom the alchemist contacts. This contact can occur either by the alchemist touching the target's skin, or by eye contact between the alchemist and the target.
- The alchemist can only prepare one Third Circle procedure at a time. No new procedures may be either prepared or performed until the alchemist has actually performed the previously prepared procedure. Once the prepared procedure has been performed, the alchemist may prepare and perform another procedure.

PRACTICING THIRD CIRCLE ALCHEMY

There are two steps involved in using Philosopher's Stone Alchemy.

Planning The Meditation

Planning and designing the meditation usually takes 1D6 days of work, where the alchemist consults various esoteric texts on meditation and practices some of these techniques.

Effects: The following are the results for different degrees of success.

FUMBLE: The alchemist is incapable of designing this meditation until they spend at least another 1D3 days researching new meditation techniques and makes a successful Research roll.

FAILURE: The attempt to create the meditation fails, but the alchemist may freely and without penalty make another attempt to design it.

SUCCESS: The alchemist successfully designs the desired meditation.

SPECIAL SUCCESS: The alchemical procedure is exceptionally easy to perform, add +10% to the roll when performing this procedure. The procedure gains this bonus any time it is used.

CRITICAL SUCCESSES: The procedure was designed exceptionally well. In addition to the +10% to the roll, add +10 to the POW of the procedure. Once designed, this procedure has these parameters any time it is used. A critical success on this roll allows the alchemist to immediately make an experience roll in the technique being used, in addition to any normal experience rolls.

Performing the Meditation

Once the alchemist has designed the meditation, they can now perform it. They now spend the listed time performing this meditation. The alchemist must make a roll to see if this attempt succeeds. This roll must be under both the alchemist's Philosopher's Stone alchemy skill and the Meditation skill the alchemist is using.

Effects: The following are the results for different degrees of success.

FUMBLE: The alchemist causes themselves spiritual harm. They cannot spend any power points for one full day.

FAILURE: The attempt to perform the meditation fails, but the alchemist may freely and without penalty make another attempt to perform it.

SUCCESS: The alchemist successfully performs the desired meditation.

SPECIAL SUCCESS: No power points are spent to perform this meditation.

CRITICAL SUCCESS: Double some important parameter for the meditation. Most often, either the meditation's duration or magical modifier is doubled.

GUIDELINES FOR ROLE-PLAYING THIRD CIRCLE ALCHEMY

Third circle alchemy is usually a solitary practice. Since the alchemist's athanor is inside the character's own spirit, it is easy for the creation of Third Circle effects to become uninteresting in play. To avoid this problem, players need to put some thought into creating the athanors of third circle characters.

Third circle athanors can be *anything*. Since this athanor is a spiritual, rather than a physical, place limitations of space, time, cost, and physical law simply do not apply. The Third Circle laboratory is a creation of the character's imagination. It should reflect the essential nature of that character's personality, and the athanor is at the heart of it. One character could have an athanor that's a vast temple on a large island floating through the sky, another character might have their athanor as a skyscraper in a film-noir city, and a third might use a well fortified medieval castle in a landscape filled with hungry dragons, marauding goblin armies, and similar dangers. The character's athanor should reflect both their style of magic and their personality and interests. An alchemist who is a geeky computer programmer may well have a Third Circle athanor that reflects this fascination with computers and other advanced technologies.

Working With Others

Alchemists need not perform Third Circle meditations alone. Other enlightened characters can ac-

company them on their spiritual journeys. These characters add one third (round up) of their POW to the procedure. Only alchemists who understand the principles of alchemy may participate in this way. Alchemists who wish to add their power to a ritual must have at least a score of 5% in Third Circle alchemy. Physically, all of these characters perform the necessary meditation together. Unenlightened characters cannot assist in this process.

Running The Creation of Third Circle Alchemical Procedures

When a character uses a Third Circle alchemy meditation, the gamemaster could simply ask the alchemist's player to make the necessary rolls. This is a perfectly acceptable decision, but Third Circle alchemy offers unusual roleplaying opportunities. In order to achieve Third Circle effects, the character has to "go on a quest" in the internal spiritual world of their laboratory and Athanor.

Adventurous players and gamemasters can run this quest as an actual scenario. Depending on how the player has defined it, the character may take a long journey, talk to other people, create a

"magical" artifact, defend a place, or even go out and slay great monsters. If using this approach, the player should discuss their ideas about the particular quest with the gamemaster, who then runs the quest.

The gamemaster could run this adventure solely with the alchemist's player. In this case, the adventure should typically be done between normal game sessions. Alternately, this adventure could be incorporated into the game session. The other players can take part in the scenario. Other enlightened characters can act as the alchemist's assistants, and accompany this character on their spiritual journey. Alternately, players who do not wish their character to come along on this journey or who are not playing enlightened characters can be given the part of allies or opponents in the spiritual landscape that the alchemist and their companions travel through.

If the quest or journey the player creates seems especially appropriate, the referee can make the character's plan somewhat easier or harder. *For example, the character may be aided by a helpful NPC in the alchemical landscape.* If the referee chooses to treat bonuses by role-playing rather than by modifying die rolls, they should proceed in the following way:

1. The character designs the meditation for the desired Third Circle effect.
2. The player tells the referee the nature of the meditation; in other words, what the adventure the character is going to go through in the internal landscape of the third circle laboratory.
3. If it seems appropriate, the referee invents some form of aid that makes the adventure easier.

However you choose to referee Third Circle effects, remember that players do not like to wait around isolated from the action of the game, not knowing when they can participate again. Making certain that each character can participate in the game in a significant way is part of the recipe for a successful adventure.

When run as an actual scenario, procedures that only affect the alchemist or someone who is present in the alchemist's laboratory are entirely self-contained; but procedures that are designed to affect another target require the alchemist to go on a quest for some sort of important or wondrous object. At the end of the quest, the alchemist

A Sample Third Circle Quest

Allesandro Scarlatti, an alchemist of the Third Circle, has a fantasy version of an ancient Egyptian city as his laboratory. His athanor in this dreamscape is the temple of Ra the Sun God, and Allesandro is the high priest. His player decides that to enlighten another person, he must find the phoenix nests in the wild and monster-infested marshes outside of the city and bring back a feather to touch to the target. In his dreamscape Allesandro organizes an expedition to hunt for the phoenix. After battling dangerous crocodiles and various strange and magical foes, he and his companions find the phoenix's nest. Just before the phoenix immolates itself, Allesandro rushes forward to grab a feather.

This phoenix feather remains with Allesandro when he emerges from his meditation. To him, and to any enlightened person who examines it with active mystic vision, the feather is undeniably real. It is completely intangible and invisible to anyone else. He must touch this feather to the target in order to enlighten them.

must bring this object into the real world. Once they have done this, the alchemist can touch and see the object, but it is otherwise completely intangible and it can only be seen by other enlightened individuals when they spend a power point in order to use enhanced mystic vision.

Note: This method of roleplaying out a Third Circle alchemy procedure is used *instead* of the dice rolls described elsewhere. If the character succeeds in their quest, they have successfully performed the procedure. If they fail, then the procedure has failed. If the character dies on this quest, they come back to consciousness unharmed, but suffering the effects of a Fumble on the alchemy roll. If the character succeeds in some especially dramatic and impressive fashion, treat this as either a Special or Critical Success. The dice rolling necessary to perform the quest replaces the dice rolling used to perform the alchemical meditation.

THE GRIMOIRE OF THIRD CIRCLE ALCHEMICAL PROCEDURES

Every alchemist who learns Philosopher's Stone alchemy is able to perform all of these procedures that have threshold levels equal to or below their level of skill.

PROCEDURES OF AIR

Binding Attraction of the Alchemical Tide

Threshold: 30%

Element: Air

Preparation: Day

Use: Gaze

Duration: Day

Resistance: No

Multiple Doses: Yes

Procedure Format

The procedure format for Third Circle procedures is identical to that for First Circle procedures, except for the following:

Exposure: Instead of the types of exposure listed in Black Stone alchemy, there are three types of exposure. In all cases, the alchemist may freely be the target of any of their procedures.

Laboratory: This alchemical procedure must be performed on the desired target in the alchemist's laboratory.

Contact: the alchemist must touch the target. The alchemist can touch a single target at a time. The alchemist can always choose when to use this effect, and it remains until used. However, as the alchemist can only have one procedure prepared at a time, they cannot have several different procedures ready to use on different targets.

Gaze: The alchemist must look directly into the target's eyes. For this method of activating a procedure to work, the target must be no further than three meters from the alchemist.

Resistance: Can the target resist the procedure. Only living targets can resist procedures. Magic resistance is always a POW vs. POW roll against the procedure's POW. Unenlightened living beings halve their POW (round up) when making this roll. A target may always choose not to resist a procedure.

Yes: The target can roll resist the procedure

No: The target cannot resist the procedure

Multiple Doses: Procedures who can be used by Contact or Gaze can only be used once, unless the alchemist chooses to produce multiple "doses", meaning that the alchemist could affect more than one target with this procedure by touching or locking eyes with them. Each additional dose reduces the alchemist's skill with their alchemy roll by 20%. Alchemists can only produce multiple doses of material designed to be used outside of the alchemist's laboratory. Alchemists cannot create multiple "doses" of laboratory only procedures.

Description: This procedure lets the alchemist see the ties between an individual and those people who are intimately connected to them. Using mystic vision and making a successful Spot roll, the alchemist can see these connections as glowing lines of light. These lines connect the individual to immediate family, life-long friends, and bitter rivals. All alchemists have a similar connection to their athanors. Once the procedure has been used on a target, the alchemist may follow any of these lines to see who or what lies at the terminus. Each line connected to a single individual is a slightly different “color” and so can easily be distinguished. The intensity of the color and the appearance of this line reveals how important this person is to the target and what sort of connection is between them. If the alchemist deliberately touches one of these lines, they gain a brief but clear vision of the person associated with this connection.

Coagulation of Understanding

Threshold: 40%

Element: Air

Preparation: Day

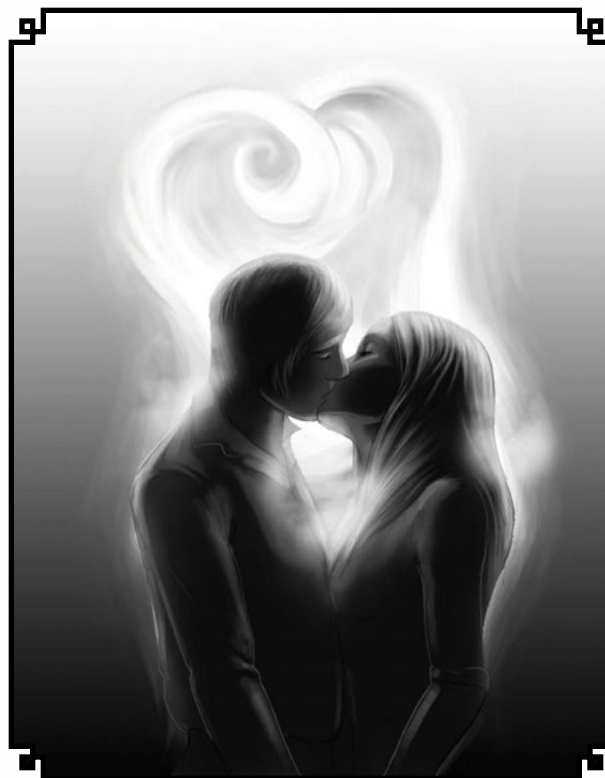
Use: Gaze

Duration: Instant

Resistance: No

Multiple Doses: No

Description: The alchemist may briefly touch the spirit of another living being. This contact is extremely intimate and profound. During the instant of contact, the souls of the alchemist and the subject mingle and intertwine. After the effect is over both parties usually experience a strong emotional reaction. People who are already close or who are highly compatible usually become closer, while those who already dislike one another or who are fundamentally incompatible understand one another better, but are even more wary of one another. Individuals who have engaged in this type of contact gain a deep and intimate understanding of each other's personality and motives. Both individuals gain a permanent bonus of magical modifier x 10% for all Insight rolls made to understand the person they made contact with. Each individual gains a few brief flashes of the other person's important memories.



“I love you, Selena”

Individuals who have experienced the contact obtained through this procedure often become emotionally close afterwards. However, it is possible to for two people who have nothing in common other than a strong desire for the other's death to obtain a deep and intimate understanding of each other. Such a contact can be quite disturbing, but very useful. Alchemists most often use this procedure to test someone's loyalty, to convince a desired ally of their sincerity, or as a special sharing between friends or lovers. An ordinary human who experiences this sort of contact is aware that something profound has just occurred, but usually does not realize that the understanding they now feel comes from any other source than intuition and a deep and unconscious sympathy.

Revealing Dissolution

Threshold: 50%

Element: Air

Preparation: Day

Use: Gaze

Duration: Special (a number of minutes equal to the procedures magical modifier)

Resistance: Yes

Multiple Doses: No

Description: The alchemist can see into the soul of a single individual. The alchemist peels back the layers of the target's soul and looks at the sensory images, thoughts, and emotions associated with their memories. The alchemist need only think about a given incident, or type of incident, like the target's first date, their most frightening memory, or what happened to the target last Thursday, and they swiftly experience the target's memories associated with this incident. Each different incident requires approximately one minute to fully filter into the alchemist's consciousness. Depending on the situation, the alchemist may have time to uncover anywhere from one to several dozen of the subject's memories.

Crafting The Alchemical Key

Threshold: 70%

Element: Air

Preparation: Day

Use: Contact

Duration: Day

Resistance: No

Multiple Doses: Yes

Description: This procedure unlocks the Final Door and contacts spirits of the dead. To perform this procedure the alchemist must have either the full name or part of the remains of the individual they wish to contact. Unless the spirit hated the alchemist during life, it reacts at least somewhat positively to the alchemist. Alchemist can attempt to persuade reluctant spirits to talk by promising to perform some service for the spirit or its descendants. Failure to fulfill these promises will become known to other spirits the alchemist attempts to contact and could result in the alchemist being haunted by the spirit's ghost, even if it didn't previously have a ghost. Any spirit may be contacted, regardless of its age or circumstances of death. No one other than the alchemist can perceive the spirit being in any way. However, for the rest of the day, the alchemist can talk to this spirit any time they wish.

Craft the Vessel of the Winds

Threshold: 90%

Element: Air

Preparation: Week

Use: Contact

Duration: Instant

Resistance: Yes

Multiple Doses: No

Description: The alchemist can steal someone's spirit and place it into an object. By simply touching the target and the object simultaneously, the alchemist can steal the target's spirit. The target's spirit is instantly drawn from their body and placed into the object. As soon as this happens, the target's body falls into a coma and cannot be awakened unless their spirit is returned, or another spirit is placed in it. Bottles are traditional choices for the object, but locket and other forms of jewelry are common. Any object can work for this purpose.

Any enlightened person can automatically communicate with the target's spirit simply by touching the object. If the target is enlightened and knows either Casual Magic sorcery or Philosopher's Stone alchemy, they can use either of these types of magic, but can perform no other magic. If the target is placed in a device, they can operate it like it was their own body, but only if the alchemist who places them in the device spends 1 POW to connect the spirit to their new body. Someone's spirit that was placed in a car could drive and operate the car; a spirit that was placed in a smartphone could make phone calls and both browse and post on the internet.

Spirits placed in objects can return to their original body by making physical contact with it and spending one power point. The alchemist can place a spirit into a spiritless human body by performing this procedure again, transferring the spirit into this body, and spending 1 POW to connect the spirit to the body. If this POW is not spent, the spirit is trapped in the body and cannot use it in any way. The alchemist can use this procedure to transfer the spirit into a homunculus created by the First Circle Earth procedure *Creating the Homunculus*, but must spend 1 POW to allow the spirit to use it. In addition to providing a unique

form of kidnapping, some alchemists use this spell to save dying comrades.

PROCEDURES OF EARTH

Draught of Healing

Threshold: 40%

Element: Earth

Preparation: Day

Type: Special

Duration: Instant

Resistance: No

Multiple Doses: No

Description: This procedure effectively heals mistakes, by eliminating any experience that has just occurred. The alchemist gets a second chance to deal with a particular event by sending their mind back in time one hour prior to the present. This procedure is treated like a Contact procedure, except that alchemists can only use it on themselves. The alchemist performs this procedure and, when they need to do so, they can send their mind back in time to allow them to potentially change the outcome of their actions.

An alchemist that was kidnapped off the street could trigger this procedure and reset time back to immediately before the kidnapping occurred. The alchemist would be aware of the kidnapping attempt and could react accordingly. When using this procedure, the future unfolds exactly as it did before, except that the alchemist and anyone they inform about the future they witnessed are free to act differently, and others respond appropriately to these new actions.

Immunity to Influence

Threshold: 50%

Element: Earth

Preparation: Day

Use: Contact

Duration: Week

Resistance: No

Multiple Doses: Yes

Description: This procedure renders the subject wholly immune to all effects of Third Circle alchemy for the next week. If the subject is currently under the influence of an ongoing Third Circle alchemical effect, this procedure instantly cancels it. However, this procedure cannot reverse the effects produced by other Third Circle alchemical procedures.

Strengthening

Threshold: 60%

Element: Earth

Preparation: Three Days

Use: Contact

Duration: Day

Resistance: No

Multiple Doses: No

Description: This procedure temporarily increases the POW of any being. With a touch, the alchemist may increase the POW of any being by the procedure's magic modifier x 2. This procedure affect humans, animals, and all magical and summoned beings equally. As soon as the target gains this additional POW, they gain access to the additional power points. This procedure instantly cancels the effects of the Fire procedure *Weaken*.

Creating the Homunculus

Threshold: 80%

Element: Earth

Preparation: Week

Use: Laboratory

Duration: Instant

Resistance: No

Multiple Doses: No

Description: This procedure actually gives a homunculus a soul. The alchemist meditates for a week, spends 1 POW, then touches the homunculus. In one miraculous instant, the alchemist awakens the spark of consciousness in the homunculus. This procedure may only be used on homunculi

Enlightened Magic

that were alchemically created and then subjected to the Second Circle procedure of the same name. This procedure turns the soulless automaton produced by the Second Circle procedure into a fully conscious and self-aware entity with a normal human INT & POW. Using this procedure always costs the alchemist 1 POW.

The spirit has no personal memories and its personality need have nothing in common with that of the individual, or individuals, who provided seeds for creating the homunculus.

During the process of awakening, the alchemist may imbue the homunculus with a number of skills. The alchemist may give the homunculus 100 skill points + a number of Personal Skill points appropriate to the campaign's power level. In a normal campaign, a homunculus would gain 100 skill points + INT x 10 skill points. The alchemist must have at least 5% in any skill that they give to their homunculus. Spoken and written language skills are common choices for skills, since without them the homunculus can communicate no better than a newborn infant. Like any other sentient being, the homunculus is fully capable of improving its existing skills and learning new ones. All

homunculi gain INT, POW, and skills; even ones that were created in the form of animals.

This procedure produces a permanent link between the homunculus and its creator. A moment of thought will let each become instantly aware of the approximate distance and direction of the other, as well as their basic state of mind and health. If either spends one power point, they can communicate with the other, regardless of distance, for 10 minutes.

While homunculi may be injured and heal in the normal fashion, they are subject to neither age or disease.

The Ultimate Purification Of Gold

Threshold: 90%

Element: Earth

Preparation: Three Days

Use: Contact

Duration: Week or Instant

Resistance: No

Multiple Doses: No



"It's alive...IT'S ALIVE!!!"

Description: This procedure imbues a physical object with a spirit. To perform this procedure the alchemist releases the spiritual energy obtained during this meditation into a single physical object. Anything up to the size of single family dwelling can be affected with this procedure.

Objects imbued with a spirit are conscious and gain the ability to perceive and interact with their environment. When first created, these spirits have an INT of 1D6+6 and a POW of 2D6, but both can increase over time, especially if the object has a chance to interact with the world around it. In many ways, these beings are like children between the age of 5 and 10. They can communicate with any enlightened person who touches the them.

Spirits in devices can operate them as well and as easily as a human using it, and spirits in objects can move any moveable parts like drawers or doors. However, they cannot move the object in other ways. The spirit of a gun or a smartphone could fire the gun or send and read email, but they could not hurl the gun or phone across the room. If operating a device a spirit exists in requires skill, the spirit gains a skill in the device equal to INT x 5%. This skill improves normally with experience. If a person is operating this device, the spirit can add or subtract half of its skill from the user's skill, depending on whether it wishes to help or hinder the user. The spirit remains conscious for one month, before falling back into unconscious dormancy. However, if the alchemist spends 1 POW, the object or device becomes permanently conscious.

Unenlightened humans cannot communicate with spirits in objects, though they can gain a vague sense of the spirit's emotions. A house that was filled with anger and unhappiness would feel disturbing and likely haunted, while a car that was happy and friendly would feel enjoyable to drive or ride in, and would be one that the person would strongly consider buying.

PROCEDURES OF FIRE

Igniting The Fire

Threshold: 20%

Element: Fire

Preparation: Day

Use: Gaze

Duration: Instant

Resistance: No

Multiple Doses: No

Description: Using this procedure, the alchemist can enlighten a person. When the meditation is finished, the alchemist may enlighten any single person that they choose to touch. This person need not expect or desire this enlightenment. The process of enlightening someone is automatic and requires no rolls. This awakening is usually a deeply spiritual experience by the target. Using this procedure costs either the alchemist or the target one point of POW. The alchemist chooses who pays this cost. This procedure has no affect on anyone who is already enlightened. If only Seers can be enlightened in a particular campaign, then this procedure only functions on Seers (see p. XX).

Weaken

Threshold: 40%

Element: Fire

Preparation: Three Days

Use: Contact

Duration: Day

Resistance: Yes

Multiple Doses: No

Description: This procedure temporarily reduces the POW of any being. Once the preparations are finished, the alchemist may reduce the POW of any being by the procedure's magic modifier x 2. This procedure affects humans, animals, and all magical and summoned beings equally, but no target can be reduced to 0 POW with this procedure. Targets who would lose all their POW are instead temporarily reduced to 1 POW. This procedure instantly cancels the effects of the Earth procedure *Strengthening*.

Flames of Purification

Threshold: 70%

Element: Fire

Preparation: Day

Use: Gaze

Duration: Instant

Enlightened Magic

Resistance: No

Multiple Doses: Yes

Description: This work clears and purified the target's spirit. The target can suddenly see past any prejudices and hatreds that blind them to truths they see around them. The target instantly becomes vividly aware of all lies that they, themselves, are telling or living. The target becomes aware of exactly what sort of person they really are and is incapable of hiding from this revelation. This procedure is uncomfortable and causes the target to become lost in troubled thought for the next full minute. In this state, the individual doesn't notice events around them that are not either exceedingly jarring or obviously dangerous. Individuals deeply trapped in a web of prejudice or denial often experience profound emotional effects that can last for several days, or even weeks.

Fires of Obliteration

Threshold: 80%

Element: Fire

Preparation: Three Days

Use: Contact

Duration: Instant

Resistance: No

Multiple Doses: No

Description: This procedure utterly destroys the spirit of any being. Such destruction instantly and undetectably kills any human or animal and entirely destroys all summoned and magical beings. When used on a summoned being, this procedure destroys both their spirit and their body. This procedure cannot be resisted, only avoided.

Renewal

Threshold: 90%

Element: Fire

Preparation: Week

Use: Gaze

Duration: Day or Instant

Resistance: Yes

Multiple Doses: No



"I'll send you all straight to hell!"

Description: The alchemist can temporarily reshape someone's mind and personality. The alchemist could transform a paranoid, pathological liar into a trusting and honest person, just as they could make someone selfless and kind into a hardened killer. If this transformation is done with the awareness and full consent of the person involved, it may become permanent. On a few rare occasions, the new personality fits the person better than their original one and it remains after the procedure expires.

Alchemists can use this procedure to alter an Enlightened magician's elemental affinity (see p. XX), including giving a minor or major elemental affinity to a magician who did not previously possess one, or entirely removing a magician's elemental affinity. This change last for one day, unless the target voluntarily spends one point of POW when the procedure is used. Spending this POW makes the new elemental affinity permanent.

PROCEDURES OF WATER

Alteration

Threshold: 40%

Element: Water

Preparation: Day

Use: Gaze

Duration: Special (until the alchemist next sleeps)

Resistance: Yes

Multiple Doses: Yes

Description: This procedure temporarily switches the alchemist's mind and spirit with the target. With a glance, the two individual switch bodies. Both characters retain all of their skills and their INT & POW; enlightened characters retain enlightenment and their skill with magic. However, all physical characteristics are those of the body the character's spirit now resides in. If used on an unsuspecting target, the experience can be exceptionally disorienting. Careful alchemists often take a dose of a strong sedative immediately before using this procedure and have a compatriot waiting to take their body, containing the other person's spirit, somewhere safe. This transfer is always temporary. As soon as the alchemist sleeps, their spirit and the target's spirit both return to their original bodies. Alche-

mists can use strong stimulants to remain awake up to two full days, but after that cannot avoid taking at least a very brief nap, which causes their spirit to return to their body.

The Destruction of Order

Threshold: 50%

Element: Water

Preparation: Day

Use: Gaze

Duration: Week

Resistance: Yes

Multiple Doses: Yes

Description: This procedure temporarily drives the target insane. The alchemist can choose the insanity for the target. The alchemist should choose a type of insanity from the descriptions on pp. 324-327 of Basic RolePlaying. The alchemist can choose the subject of a phobia or fetish, or the type of addiction the target suffers from. Psychotherapy and therapeutic drugs can help the victim return to sanity earlier. Any magic that permanently counteracts other magic or cures insanity instantly cancels the effects of this procedure.

Inhibition

Threshold: 60%

Element: Water

Preparation: Week

Use: Contact

Duration: Day

Resistance: No

Multiple Doses: No

Description: This procedure temporarily cuts another enlightened magician's access to magic. During this time, the magician is treated as no longer being enlightened; they lose all benefits, including the ability to use mystic vision, sorcery, or alchemy, as well as the enhanced magic resistant provided by enlightenment.

Enhance

Threshold: 70%

Element: Water

Preparation: Three Days

Use: Contact

Duration: Until Used

Resistance: No

Multiple Doses: No

Description: The target automatically succeeds at a number of POW vs. POW or Luck rolls equal to the procedure's magical modifier, allowing the target to automatically resist magic, fear, or even influence by supernatural beings.

If the target is unaware that this procedure has been used upon them, they succeed in the next few POW vs. POW or Luck rolls that are obviously important, such as avoiding being compelled by a vampire or falling to their death. If the Sanity rules are used, the target can automatically succeed at SAN rolls.

Universal Solvent

Threshold: 90%

Element: Water

Preparation: Week

Use: Gaze

Duration: Special (magic multiplier hours)

Resistance: No

Multiple Doses: No

Description: This procedure breaks down all barriers within an individual's spirit, allowing them to achieve inhuman levels of mental and spiritual unity. This unity allows the target to become exceptionally wise and lucky for a number of hours equal to the procedure's magic multiplier. For the duration of this procedure, the target has perfect memory of all events, including all dreams, memories of past lives, and memories of events that occurred while drugged or drunk. Minute details that were not noticed at the time they were viewed can be recalled with perfect clarity. Individuals under the influence of this procedure make all Idea rolls by rolling INT

x 10, and Luck rolls by rolling POW x 10. Rolling a Special or Critical Success allows the target to perform inhuman feats of wisdom or luck.

PUTTING IT ALL TOGETHER: AN EXAMPLE OF PHILOSOPHER'S STONE ALCHEMY

In two days Paul, a federal agent and alchemist, is going to a meeting with a defector from a group of well armed anti-government extremists. Paul is naturally suspicious of this meeting and decides to take the precaution of preparing the Third Circle procedure *Draught of Healing*. Paul has performed this procedure before, and does not need to design it. After a day of intensive meditation, Paul succeeds in his roll and is ready for the meeting. Paul and his companion, Andrea, walk into the warehouse where the meeting is to take place. Immediately, the door slams, Andrea dives for cover, and is shot by half a dozen extremists who emerge from hiding. The defector is standing with another extremist's gun to his head. Before things get any worse, Paul triggers the *Draught of Healing*. Suddenly, it's an hour earlier and Paul and Andrea are getting ready to drive to the warehouse. Paul alone remembers the events that occurred before the procedure was used and informs Andrea. Paul and Andrea drive to the warehouse and consider their options on the way there.

Andrea is also a Third Circle alchemist with a POW of 17. She previously prepared the procedure *The Destruction of Order*. Knowing that the extremists are waiting for them, Andrea climbs up the side of the warehouse and looks in a window. She scratches very lightly at the window and the nearest extremist looks up. Andrea catches this person's eyes and uses *The Destruction of Order* to produce violent paranoid schizophrenia, causing him to see his colleagues as monstrous traitors who are about to kill him. The extremist is an ordinary human with a POW of 12 and so has no chance to resist the spell. Instead, he takes cover and begins shooting his fellows until they eventually shoot and kill him. During this confusion, Paul and Andrea sneak into the warehouse. Once the insane extremist has been shot, they draw their weapons and announce that all the remaining extremists should put their hands in the air.

USING ALCHEMICAL GRIMOIRES

An alchemical grimoire is merely a book that contains descriptions of alchemical procedures. Most alchemists have their own grimoires where they keep records of the procedures they have created. Procedures for healing, protection, or creating wealth may be cast fairly frequently. Having a written version of such a procedure saves the time and effort needed to design it again.

Many ancient grimoires merely save alchemists from the trouble of having to design their own alchemical procedures. However, some of the truly legendary grimoires do more than simply save time. Many alchemical procedures recorded in these grimoires are the best and most powerful procedures devised by the author and can be treated as the results of a critical success when designing the procedure. A few procedures in such grimoires are even more exceptional. The authors

of the best alchemical grimoires were extremely skilled alchemists, and their procedures can have exceptional power.

However, to gain these bonuses the caster must follow the procedure exactly, including all using all necessary tools and components. Many of these procedures have very odd requirements. First Circle procedures often require very strange components, Second Circle procedures either require exotic ingredients or must contain or be about a particular subject matter. Third Circle procedures usually require the alchemist to go on a very specific spiritual quest.

The first time an alchemist performs any procedure from a grimoire they did not write they must make a successful alchemy roll to fully understand the procedure. If this roll succeeds, the alchemist may attempt to perform this procedure. If this roll fails the alchemist must seek assistance to understand the procedure.



Bibliography

There are innumerable books, movies, and TV shows concerning magic and the occult. Here is a brief bibliography.

FICTION

Finding fiction dealing with magic is easy, but finding fiction that captures the feel of ritual magic and alchemy is considerably rarer. Here are some books that manage this.

Blish, James. *The Devil's Day*, Bean Books, 1990.

Ceremonial and satanic magic transform the world and almost destroy it.

Butcher, Jim. *The Dresden Files* book 1-13, Roc, 2000-2011.

The first book is *Storm Front*, and this wonderful series is about a hard-boiled wizard living in Chicago, amidst vampire, shapeshifters, ghosts, the fae, and millions of ordinary humans who have no clue about the supernatural.

Garrett, Randall. *Lord Darcy*, Baen Books, 2002.

A collection of stories about an alternate 20th century where ritual magic is commonplace and magicians have an accepted role in society.

Goldstein, Lisa. *The Alchemists Door*, Tor Books, 2003.

John Dee, Edward Kelley, and Rabbi Judah Loew meet in 16th century Prague and battle dark forces.

Laubenthal, Sanders Anne. *Excalibur*, Ballantine, 1973.

Ceremonial Magic and Arthurian legend collide in 1970s Mobile Alabama.

Moore, Alan. *Promethea* vol. 1-5, Wildstorm, 2001-2006.

A series of graphic novels that are both profoundly excellent and a complex and detailed introduction to the occult.

Scott, Melissa and Lisa A. Barnett. *The Armor of Light*, Baen Books, 1988.

Court intrigue and ritual magic in an alternate 16th century.

MOVIES AND TV

Finding movies and TV that remotely capture the feel of ritual magic or alchemy is even more difficult, here are some of the best examples.

The Devil Rides Out, 20th Century Fox, 1968.

Ceremonial magic vs. Satanists in 1930s Britain.

The Dresden Files, SyFy, 2007.

The all too brief, 13 episode TV adaptation of Jim Butcher's excellent series.

Spectre, Gene Roddenberry, 1977.

Occult detectives using and battling ceremonial magic.

HISTORICAL CEREMONIAL MAGIC

Agrippa, Henry Cornelius, edited by Donald Tyson. *Three Books of Occult Philosophy*. Llewellyn Press, 1993.

This book is a massive tome, and only for the serious student of the occult. It is also extremely helpful when trying to understand the origins of the origins of modern occult theory.

Hutton, Ronald. *The Triumph of the Moon: A History of Modern Pagan Witchcraft*. Oxford University Press, 2001.

This book provides an excellent history of both the neopagan religion of Wicca and of the history of British occultism since 1800.

Kieckhefer, Richard. *Magic in the Middle Ages*. Cambridge University Press, 1989.

McIntosh, Christopher. *The Devil's Bookshelf*. The Aquarian Press, 1985.

This hard-to-find little book is a wonderfully useful history of the major western occult books.

Seligmann, Kurt. *Magic, Supernaturalism and Religion*. Pantheon Books, 1971.

HISTORICAL ALCHEMY

Abraham, Lyndy. *Alchemical Imagery*. Cambridge University Press, 1998.

Burckhardt, Titus. *Alchemy*. Penguin Books Inc., 1972.

Eliade, Mircea. *The Forge and the Crucible*. Harper Torchbook, 1971.

Gilchrist, Cherry. *The Elements of Alchemy*. Element Books Limited, 1991.

Roob, Alexander. *Alchemy & Mysticism: The Hermetic Museum*. Taschen, 2001.

PRACTICAL CEREMONIAL MAGIC

Flowers, Stephen Edred. *Hermetic Magic*. Samuel Weiser Inc., 1995.

Kraig, Donald Michael. *Modern Magick: Eleven Lessons in the High Magickal Arts*. Llewellyn Press, 1991.

Mathers, S. Liddell MacGregor (trans.) *The Key of Solomon The King*. The Book Tree, 1999.

Tyson, Donald. *The New Magus: Ritual Magic as Personal Process*. Llewellyn Press, 1987.

PRACTICAL ALCHEMY

Bartlett, Robert Allen. *Real Alchemy: A Primer of Practical Alchemy*. Ibis, 2009.

Frater Albertus. *The Alchemists Handbook: Manual for Practical Laboratory Alchemy*. Samuel Weiser Inc., 1987.

Goddard, David. *The Tower of Alchemy*. Samuel Weiser Inc., 1999.







CHAOSIUM
INC.

Enlightened Magic

SORCERY & ALCHEMY RULES BASED ON WESTERN OCCULT TRADITIONS

ENLIGHTENED MAGIC details two magic systems for *Basic RolePlaying* — Enlightened Sorcery and Enlightened Alchemy. Fully compatible with *Basic RolePlaying*, these systems are a departure from the magic typically presented in role-playing games, which was inspired by magic as depicted in fantasy novels, films, and comic books.

Enlightened Sorcery reflects traditions found in older myths and legends, and in the beliefs of generations of scholars, mystics, and eccentrics who study the occult. **Enlightened Alchemy** describes and models a type of magic that resembles that described and practiced in the Western occult tradition and portrayed in various myths and legends from Europe and the Middle East. **Enlightened magicians** perform carefully-planned rituals to cause heart attacks in distant enemies, to cloud the information discovered by those who seek to find the magician, or to affect the world in subtle and marvelous ways.

This book provides all rules necessary to add Enlightened Sorcery and Enlightened Alchemy to *Basic RolePlaying*, and suggests settings in which this magic could be useful and exciting.

Chapter One: a discussion of enlightened magic, information about increasing the power of these magic systems and how best to use these systems in play.

Chapter Two: rules for enlightened sorcery, a large grimoire of sorcery spells and examples of sorcery being used in play.

Chapter Three: rules for enlightened alchemy, a list of alchemical procedures, and examples of alchemy used in play.

ISBN-10: 1568823711
ISBN-13: 978-1568823713
52095



9 781568 823713

0614CHA2030 • MADE IN USA



This supplement uses the
BASIC ROLEPLAYING SYSTEM.
You must have at least one copy of
those rules to fully enjoy this book.
Find additional treasures at
www.chaosium.com

